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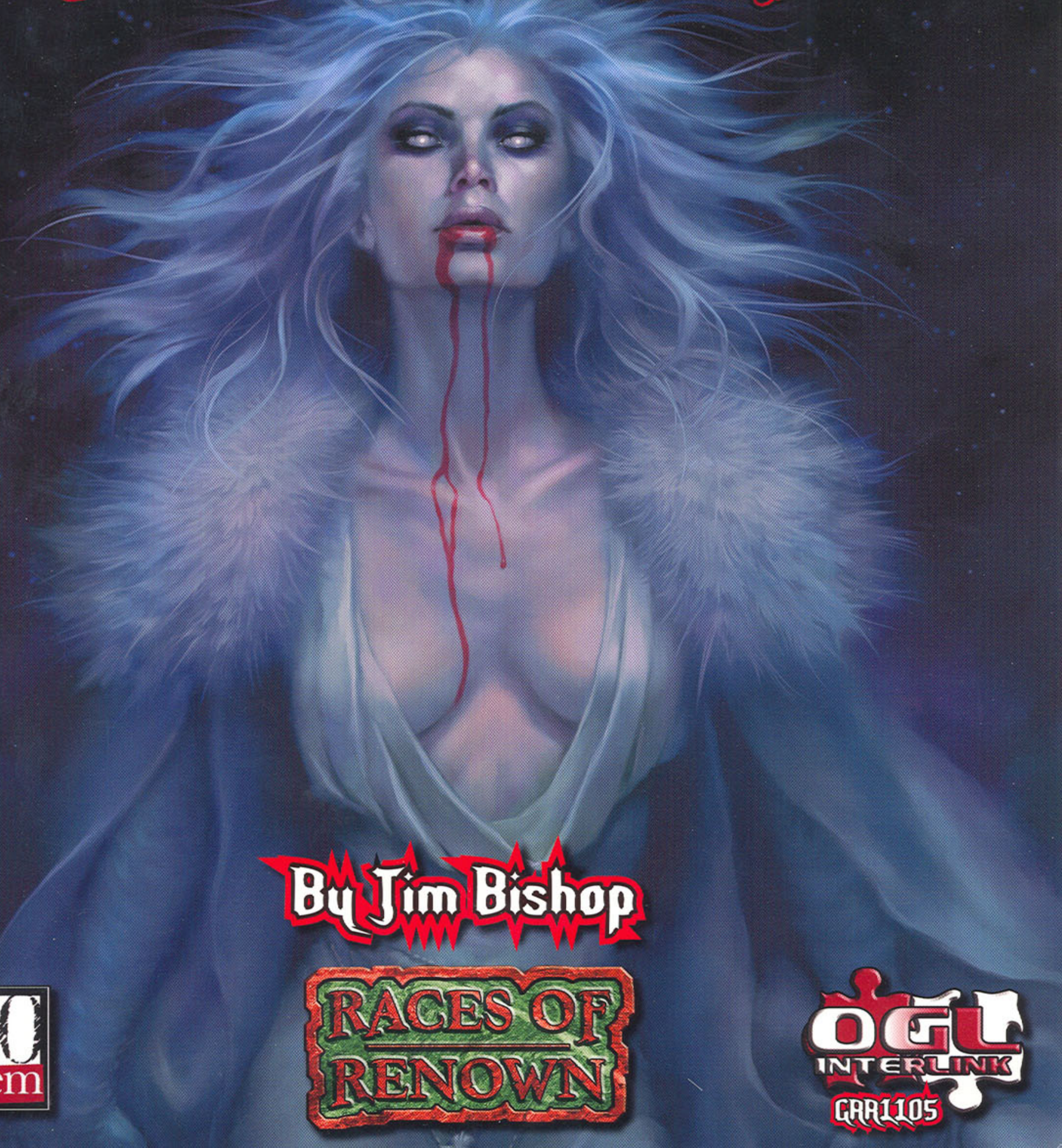
Fang & Fury

a guidebook to vampires



By Jim Bishop

d20 system

RACES OF RENOWN

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Fang & Fury

a guidebook to vampires

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Introduction

I have made the big decision, I'm gonna try to nullify my life.

—*Lou Reed, "Heroin"*

The vampire myth is known the world over, and seemingly every civilization has its version of this bogeyman who drinks blood in the dead of night. In recent years popular movies, TV, and fiction have tackled the vampire phenomenon in many different ways, as a new generation has retold these ancient stories.

Today the vampire is both more mindless and more sympathetic, a savage killer in films like *Blade* and *From Dusk till Dawn,* a noble and tragic figure in TV shows like *Angel* and books like *Interview with the Vampire.* But in the **d20™** System the vampire has remained opaque and out of reach. Even the introduction of the vampire template has not brought this race into broad popularity as a villain (where it is seen as too stereotypical by many writers, Gamemasters, and players), and has not moved it an inch closer to status as a player character (PC) race.

Vampires in the core rules are tough. Really tough. But they aren't much fun as written. They have solid ability scores, a slew of bonus feats, and a laundry list of special attacks and special qualities. They also have those legendary weaknesses: to garlic, to sunlight, to running water. It sounds like a winning combination, but unfortunately, encounters with vampires tend to go one of two ways.

In the first situation, the party is prepared with holy water, stakes, *sunbeam* spells, and wagonloads of garlic. They encounter the vampire they were expecting, give it the old one-two, stake the corpse, and pick up the gold. This is old hat—the party certainly isn't in for any surprises. In the second situation, a vampire surprises the group while they are out adventuring. It drops in behind them, kills a party member or two, and slaps the survivors with a half dozen negative levels before escaping back to its coffin in *gaseous form.* The PCs don't stand a chance.

Neither of these typical vampire encounters is fulfilling. The challenge is moving these monsters back toward the middle, where fights are challenging without being overwhelming, and where the players have the opportunity to be truly surprised by novelty.

Vampires are also far too powerful as a PC race for most campaigns. One of the best parts of the **d20** rules is the chance to play a monster, and vampires seem like they have tons of promise—but the standard vampire is a nightmare for play balance. Although the vampire template only raises a monster's Challenge Rating by +2, it bumps effective character level (ECL) by a whopping +8: It makes a creature immune to half the spells in the rules and to most forms of damage, yet instantly destroyed by mundane sunlight and creek water. The challenge with making vampires a PC race is to blend all the flavor and character of these creatures in a package that isn't gimmicky, overpowered, or lame.

This book attempts to solve all of these problems. It presents a new, toned-down vampire called the "vampire scion" that is designed as a PC race, and it includes tons of new feats, magic items, campaign options, deities, spells, prestige classes, and other goodies to add spice to a vampire encounter, a vampire PC, or even an all-vampire campaign. I hope that you will experiment with the many combinations available and have fun reinventing this ancient monster in your own campaign.

Most of the material in this book is usable by characters of any level, within the bounds of class, level, and race. However, there are likely elements that players and Gamemasters (GMs) wish to incorporate into an ongoing campaign that, had a player been aware of earlier, might have caused an existing character to make different choices. New material should never punish a player for choices made at early levels. With that in mind, there is plenty of flexibility in the **d20** System for GMs and players to change the requirements for using new material or even slightly alter existing characters. For example, requirements for a prestige class might be changed slightly to allow a player access to the class without starting an entirely new character, or GMs might allow an existing PC to become a scion, even if she has never encountered a vampire "in game." In all such cases, the GM is the final arbiter of the rules in the campaign. Whenever you integrate this material into your campaign in an interesting way, please share your ideas on the message boards at **www.greenronin.com.**

About the Author

Jim Bishop has been involved in the design, development, and/or editing of *Wrath & Rage, Hell in Freeport, Freeport: The City of Adventure, Legions of Hell, Armies of the Abyss, The Assassin's Handbook,* and *Skull & Bones.* He lives in Edmonton and has a day job at BioWare making computer games.

What is a Vampire?

The "vampire" descriptor is used in many places in this book, most frequently as a prerequisite for feats and prestige classes. "Vampire" is a category that includes standard vampires and vampire spawn from the core rules, and the vampire scion presented in this book. At the GM's discretion, this category can be expanded to include blood puppets, daywalkers, vampiric dragons, and vampiric thralls (see **Chapter Five: Creatures**).

Chapter One: The Vampire Scion

The standard rules for vampires specify that a new vampire is created when a humanoid or monstrous humanoid with at least 5 HD is killed by a vampire's blood drain attack. For the purposes of this book, new vampires are called "vampire scions" (often shortened to "scions") and are created in a different way.

Becoming a Vampire

The humanoid or monstrous humanoid must be killed by a vampire's blood drain attack, then fed blood (see Blood Gifts, below) by the same vampire to restore it to 0 hit points. Humanoids and monstrous humanoids killed by blood drain but not fed a blood gift arise 1d4 days later as vampire spawn.

A vampire scion's first few days of unlife are dark ones. In a process called the Change, the new vampire's body passes through all the stages of death: Limbs stiffen, skin becomes pale, and eyes lose their color and shine. Finally the abdomen swells to grotesque size as internal organs putrefy, shriveling again as they turn to liquid and then rot away, leaving only a sluggishly beating heart and a labyrinth of black veins. While the body decays, the vampire's characteristic fangs sprout from bloodless gums.

While going through this transformation, the vampire scion's hit points remain at 0. (This is an exception to the normal rule that undead are destroyed on reaching 0 hiit points.) He is unconscious and his condition is stable, but he is completely unaffected by curative spells (*inflict* spells in this case) or any other magical means of restoring health. He cannot benefit from use of the Heal skill to speed healing or halt the process, nor can he recover hit points from rest.

No known spell, magic item, or supernatural ability can reverse this change once it begins, though the vampire-to-be is vulnerable to turning and rebuking attempts by clerics, and he can be killed by all the traditional banes of vampires (sunlight, running water, and stakes; see Vampire Vulnerabilities below). In addition, *dispel evil* or *remove curse* cast on the body during this process slays the scion immediately.

Only at the end of this period (1d4+1 days) does the scion awake. He initially has 1d6 hit points and is weak and disoriented. This condition resembles exhaustion (move at half normal speed, effective decrease of –6 to Strength and Dexterity). After 1 hour of inactivity, the scion is more in control of his new body but is still afflicted by pain; this is similar to the fatigued condition (can't run or charge, effective decrease of –2 to Strength and Dexterity). The new vampire can act normally after 8 hours of inactivity. At this point the scion first experiences what will come to define his undead existence—the terrible, overwhelming need for blood so strong it is simply called "the Thirst."

GM's Option: Different Rules for Becoming a Vampire

Various real-world cultures and Hollywood movies treat vampirism very differently. You can easily change the origins of vampires to fit your campaign or simply to confuse your players. Here are some examples of alternative ways to become a vampire in your game.

- A black cat (or other traditionally unlucky animal) steps over an unburied body.
- A vampire feeds from a pregnant woman—the child is born a vampire.
- A vampire feeds from the same person on three consecutive nights.
- A vampire kills someone by any means.
- A witch or wizard dies violently.
- Moonlight falls on an unburied body.
- A suicide rises as a vampire at the next full moon (the rag man in **Chapter Four: Prestige Classes** is built on this traditional origin story).

Additionally, the bite of a vampire could create other creatures under different circumstances.

- A person killed by a vampire but not fully drained of blood arises 1d4 days later as a zombie.
- A person drained completely by a vampire but not fed a blood gift arises 1d4 days later as a ghoul.
- A living person fed a blood gift transforms into a vampire spawn 1d4 days later. Alternatively, he becomes a blood puppet (see **Chapter Five: Creatures**).

Metaphysics

All undead creatures depend on a connection to the Negative Energy Plane for existence, but a vampire's link to this plane is tenuous. Her heart still "lives" in some occult sense, and this attachment to the Material Plane weakens her hold on the negative energy of darkness and the night. Each day at noon, this link to the dark plane reaches its nadir, and the vampire scion is tormented by positive energy that washes over her undead form like liquid fire, causing wounds that can be repaired only with living blood—the Thirst.

The vampire straddles the planes of material reality and negative energy, not fully a part of either but depending on both to survive. This dual dependence is behind traditional vulnerabilities to sunlight, running water, and a stake to the heart. Sunlight and running water are conduits of positive energy, and contact with either breaks down the vampire's already weak attachment to the Negative Energy Plane, allowing the rough forces of the material world to wear down her

body like waves on sand. At the opposite extreme, a stake through the heart destroys the vampire's attachment to the Material Plane, blowing the monster into a puff of nonexistence in an instant.

Feeding

The process that turns a creature into a vampire scion leaves the digestive system in ruins: The stomach, intestines, liver, and all attendant organs rot into nothing, and the creature can never again eat solid food. Its body is now converted to run on a specialized liquid diet.

The vampire ingests blood through the mouth and throat, swallowing huge gouts that are distributed throughout the body so that the dry tissues engorge with fresh blood like a sponge. Blood is absorbed by a network of veins that grow in untidy tangles around the heart; these coils of black tissue eventually fill the entire chest and abdomen of an elder vampire. A sated vampire flushes rosy as an infant, and a bloated one gives off the cherry-red glow of a furnace. A vampire in the grip of the Thirst turns porcelain white, black veins clearly visible under his skin.

Drinking Blood

Every vampire has the supernatural ability to suck blood from a living victim that is susceptible to critical hits with a grapple check that results in a successful pin. Vampire scions drain hit points at a rate of 2d4 hit points per round the pin is maintained (unlike standard vampires, which drain 1d4 points of Constitution per round). Drained hit points are applied to the scion as permanent hit points, though hit points gained in this manner never allow the scion to exceed her normal hit point maximum. Essentially, the scion may use blood to repair damage but not to become more powerful than normal.

Only creatures that are subject to critical hits may be drained of blood; constructs, elementals, oozes, plants, and most undead are immune to this ability. (Other vampires are an exception; see Drinking from Vampires, below.)

Consuming Food

Vampires cannot gain sustenance from solid food or drink any fluids other than blood and magic potions. A vampire who consumes solid food, water, or other fluids must succeed at a Will save (DC 20) or violently expel the offending material, taking 2d6 points of damage.

Blood Drain and Creature Type

Vampire scions heal 1 hit point for every point of damage dealt by blood drain to most creatures, including aberrations, humanoids, fey, giants, monstrous humanoids, shapechangers, and magical beasts. For example, a scion who drains 4 hit points from a dwarf or dryad heals 4 points of damage.

Draining blood from animals, beasts, and vermin heals the vampire scion only 1 hit point for every 4 hit points drained per round, rounded down. This lesser blood smells and tastes foul to most vampires, and only the desperate drink from such creatures.

Draining the blood of true dragons and outsiders heals the scion normally and also imparts some of the creatures' supernatural essence. A scion who drains at least 8 hit points from a single dragon in a single combat gains a temporary benefit, as though affected by a spell. The benefit is based on the subtype of the dragon that was drained, as shown in the following table. If the dragon has no subtype, no benefit is gained.

Dragon Feeding

Dragon Subtype	Spell Effect
Air	*Cat's grace*
Cold	*Resist elements (cold)*
Earth	*Barkskin*
Fire	*Resist elements (fire)*
Water	*Resist elements (acid)*

A scion who drains at least 8 hit points from a single outsider in a single combat gains temporary protection from creatures of that outsider's alignment subtype, as shown in the following table. If the outsider has no alignment subtype, no benefit is gained.

Outsider Feeding

Outsider Alignment Subtype	Spell Effect
Good	*Protection from good*
Lawful	*Protection from law*
Chaotic	*Protection from chaos*
Evil	*Protection from evil*

All such effects last a number of rounds equal to the drained creature's HD. The scion gains no additional benefit from repeatedly draining the same creature.

Example: The vampire scion Jael drains blood from a 7 HD wyrmling red dragon. On the first round he drains 4 hit points, and drains another 4 hit points on the second round. At the end of the second round, he gains the benefit of *resist elements (fire)*; this effect lasts for 7 rounds (to the end of the ninth round).

Destroying a Vampire Scion

Most undead are destroyed when they reach 0 hit points, unlike living creatures. Vampire scions are an exception: The only way to permanently destroy a scion is to expose him to sunlight, immerse him in running water, or put a stake (or other piercing weapon) through his heart. If a scion is reduced to 0 hit points by any other means, he enters the state of paralysis called Slumber.

Drinking from Vampires

Draining blood from another vampire has the normal effect—the feeder heals 1 hit point for every point of damage dealt. Draining all the blood from another vampire can have special consequences. A vampiric cannibal acquires a distinct "taint" that is readily noticeable by other vampires, but she can acquire power from the destruction of mightier vampires, as described under the Reveler entry in **Chapter Four: Prestige Classes**.

Blood Gifts

Vampires can willingly transfer some of their blood to other vampires in a practice known as the blood gift. The gifting vampire slashes his own flesh (biting the tongue is customary) and allows the recipient to drink from the wound. It costs 1 hp to start the process, and the vampire can transfer up to 1 hp per round per level of the lowest-level vampire in the exchange, to a maximum of 10 hp/round.

The blood gift is also used to transform those killed by the vampire's blood drain attack into new vampire scions (see Becoming a Vampire, above) or to create servitor beings (see **Chapter Five: Creatures**).

Healing

Like all undead creatures, vampires are harmed by positive energy and healed by negative energy. This comes up most often with *cure* and *inflict* spells—*inflict* spells heal damage taken by vampires, while *cure* spells actually deal damage to them. The same goes for the spells *heal* and *harm.* Other materials and actions channel positive or negative energy and are described elsewhere in this book.

Resting and the Thirst

Vampires are compelled to rest when the sun rises, whether they can see the sun or not. With the dawn, positive energy flow becomes ascendant, and vampires cannot tolerate it. At the moment of sunrise a vampire scion is afflicted by pain, which produces an effect similar to fatigue (can't run or charge, effective decrease of –2 to Strength and Dexterity). Within 10 minutes the pain is crippling, a condition that mimics exhaustion (move at half normal speed, effective decrease of –6 to Strength and Dexterity). A scion who does not begin to sleep within an hour of sunrise begins to take damage at the rate of 1d6 points per minute. All these effects vanish at sunset.

Every day at noon, when the sun is at its highest point in the sky, a bit of the vampire's essence is "cooked off" by positive energy. This deals 1d8 + 1/HD points of damage, which cannot be prevented by any means (including innate damage reduction, spells such as *stoneskin*, and the like) and cannot be healed by magical or mundane means. The only way to restore these lost hit points is by drinking blood from a living creature, hence the name for this condition: the Thirst. Only damage lost to the Thirst is subject to this restriction—the vampire heals all other damage normally.

A vampire who is reduced to 12 or fewer hit points at any time must immediately make a Will save (DC 20 – current hit points), repeated every minute until her hit points exceed 12. On a failure, she is afflicted with a primal urge to feed, with effects identical to the spell *emotion (rage)*: +2 morale bonus to Strength, +1 morale bonus on Will saves, –1 penalty to AC. The vampire is compelled to attack and drain blood from the nearest living creature, regardless of the consequences.

Slumber

If damage due to the Thirst reduces a vampire's total hit points to 0 or below, he does not die but is paralyzed: unable to move, speak, or take any physical action. He may take purely mental actions, such as casting a spell with no components or communicating telepathically. The vampire no longer takes physical damage from the Thirst, but the maddening lust for blood increases with every passing hour.

This state is called Slumber and can last indefinitely. Vampires have a horror of being trapped in Slumber for eternity—unable to speak or move, consumed by the Thirst until the end of time.

Vampire Weaknesses and Vulnerabilities

Vampires, as creatures of both the material world and the Negative Energy Plane, are subject to special weaknesses.

Vampire Weaknesses

A vampire cannot:

- Enter an area where church bells, holy symbols, garlic, or mirrors are present.
- Cross running water.
- Enter a dwelling uninvited.
- Hide his essential nature.
- Rest outside his coffin or grave.

Church Bells

Vampires are repelled by the sound of bells ringing in a temple of a nonevil church, because these bells carry the timbre and vibration of the Positive Energy Plane. A vampire will not enter an area where such bells can be clearly heard, and she must succeed at a Bluff check opposed by an observer's Sense Motive check or betray her discomfort from even their distant sound. The sound is not actually harmful, but vampires within audible range sustain a –2 circumstance penalty on Concentration checks made to cast spells, and on any skill check that requires unusual concentration or attention to detail, such as Craft, Forgery, Knowledge, Open Lock, and Search.

This effect is supernatural in nature and is not sonic or sound-dependent. Thus, the effects of church bells cannot be blocked by *silence* spells or more mundane means (such as stuffing one's ears with wax).

GM's Option: Alternate Weaknesses

Alternative Religious Weaknesses

Other trappings of a nonevil church, such as the smell of incense, the sight of sacrificial goods, or the sounds of prayers, may have the same effect as the more traditional church bells on vampires. At your discretion this weakness may have a psychological impact as well, if the vampire has an intimate connection with the church or once belonged to it. In this case she takes a –2 penalty on all saves, checks, and attack and damage rolls when presented with trappings of that church.

Alternate Rules for Entering a Dwelling

You may freely change this ability to better suit your campaign. Perhaps occupied homes emit enough positive energy to keep vampires at bay, but that requires coming up with a rule that allows them to enter safely when invited. Feel free to stretch the definition of a dwelling to make life interesting for vampire scion PCs: Does a hunter's temporary blind qualify? A roadside shrine where a saint is said to dwell? A house whose inhabitants have recently died? The walled grounds of a wealthy landowner? This weakness works best when it reinforces the vampire's alien nature, bound by an ancient law he barely understands.

Alternative Rules for Resting

Vampires might have different requirements for resting in your campaign world. Here are a few suggestions.

- Vampires do not need to rest and gain only one negative level when exposed to indirect sunlight (see below).
- Vampires do not need to rest but are still tormented during the day (an effect resembling exhaustion as described in Resting and the Thirst, above).
- Vampires may rest anywhere without penalty, so long as they are not exposed to direct sunlight.
- Vampires must rest on the earth of their homeland or die at sunrise.

Holy Symbols

Like the sound of church bells, the sight of a holy symbol dedicated to a nonevil deity carries powerful echoes of positive energy. A vampire will not enter an area where a holy symbol is visible—not even suggestions of one, such as fallen trees that form a cross, or a peasant's dinner that resembles the halfling goddess's horn of plenty. This distaste is evident unless the vampire succeeds at a Bluff check opposed by the observer's Sense Motive check.

This effect is supernatural in nature and is not sight-dependent. A vampire cannot ignore the presence of a holy symbol by closing his eyes or casting a *darkness* spell. Nor can *desecrate* remove the tinge of positive energy; the holy symbol must be destroyed completely.

Garlic

The bulb of this flowering plant is famed for its strong aroma, finding use as an ingredient in cooking and as a folk cure for ailments ranging from infections to seizures. Its pungency and powerful medicinal qualities combine to make this humble herb intolerable to vampires. The odor of garlic keeps them at a distance, depending on quantity and freshness. A simple garland of garlic prevents a vampire from approaching closer than 5 feet, a small sack of crushed cloves is unbearable to every vampire within 10 feet, and a spilled vial of fresh juice keeps them at a comfortable range of 20 feet.

The plant itself grows to a height of several feet in nearly any moderate climate, flowering after a single year of growth. The bulb is harvested in late summer and keeps its full potency through midwinter. Garlic used after this point retains only half its effectiveness, making the dark months of the new year even more dangerous to those in vampire territory.

This effect is extraordinary in nature, but mundane defenses, such as plugging the nose or wearing a scarf over the nose and mouth, have no effect against it.

Mirrors

A vampire's slender connection to the Material Plane is illustrated by the curious fact that she does not show up in a mirror, still water, or other reflective surface. This effect also applies to clothing, armor, and any carried or worn equipment, though it does not extend to the vampire's companions (including familiars) or mount.

The sight of a mirror reminds a vampire of her status as a creature trapped between two worlds, and it causes her terrible anguish. She will not enter an area where a mirror is visible, not even the rough reflective surface of a wet cavern wall, or an opponent's shield. Her horror is evident unless she succeeds at a Bluff check opposed by the observer's Sense Motive check.

This effect is supernatural in nature but is sight-dependent. A vampire can shatter a mirror or drape material over it to enter the area.

Running Water

Running water, like sunlight, carries a charge of positive energy that vampires cannot tolerate. They cannot voluntarily cross running water, nor can they pass under it through a tunnel, or fly above it except at exceedingly high altitude. Sages who study this positive charge illustrate it by drawing a cylinder with an extensive radius, whose axis is the line formed by the flow of water.

A vampire who is forced to cross a body of running water enters the state of paralysis called Slumber, recovering only after 1d3 hours in this state. The water must be freely running in a natural channel (such as a stream or waterfall, but not the flow from a rain gutter or from a *decanter of endless water*), and substantially free from contamination. Vampires may cross water that is corrupted by blood, filth, or any substance other than soil without penalty.

This effect is supernatural in nature and cannot be avoided by spells such as *water breathing*, *protection from elements*, and so on.

Dwellings

Opinions differ on the reason for this strange weakness, but a vampire's inability to enter a dwelling uninvited is well documented. At least one sage has speculated that homes are protected by an ancient covenant between the gods of the hearth and the gods of unlife, but others claim that a long-forgotten hero won this protection by besting a lord of the underworld in a contest of wits. Vampires themselves can offer no explanation, and elders become visibly upset when the subject comes up.

Whatever the reason, no vampire can enter an occupied dwelling without first being invited in by a member of the household. For game purposes, a "dwelling" is defined as any location with at least three walls where a sentient creature (Intelligence score of 3 or more) makes its home. A woodcutter's cabin, an archmage's tower, a dragon's cavern, and a worg's den all qualify and are all equally protected against vampires' trespasses.

Essential Nature

Although vampires sometimes disguise themselves as mortals, and even take the shape of various creatures of the night, experienced vampire hunters know that their prey retains a signature *look* that makes them recognizable, regardless of the form they take.

For most vampires, this signature is all too clear: the eyes glow red in firelight, the skin has a waxy white cast, and nails and canine teeth are elongated and razor-sharp. Some vampires vary from the norm and may have snow-white hair, dark skin, or a full mouth of needle-sharp teeth. Regardless of the details, any vampire can be recognized on sight by a simple Spot check (DC 12), even in animal form. Vampires take a –4 circumstance penalty on any Disguise skill checks to appear alive.

Coffins and Graves

A vampire's morbid attachment to the material world compels him to rest during the day in the same place where he underwent his change to unlife (typically a coffin, mausoleum, morgue, or burial pit). This location carries a special vibration that is attuned to both the vampire and the Negative Energy Plane, improving his ability to resist the noontime assault of positive energy. Each day he spends sleeping outside of this place, he takes 3d8 + 1/HD points of damage from the Thirst instead of the usual 1d8. In addition the vampire is racked by pain when he awakens at sunset, a condition that resembles fatigue (can't run or charge, effective decrease of –2 to Strength and Dexterity).

Vampire Vulnerabilities

In addition to their long list of weaknesses, vampires have three specific vulnerabilities. These conditions utterly destroy the vampire, either instantly or in a matter of rounds. A vampire is destroyed by:

- Exposure to sunlight;
- Immersion in running water; or
- A stake through the heart.

Sunlight

Sunlight carries a powerful charge of positive energy, and even the slightest exposure to pure sunlight can weaken and destroy a vampire. Indirect exposure (such as sun filtered through cloud cover, or reflected by cliff walls into a cave) bestows two temporary negative levels on the vampire. These negative levels never result in actual level loss, but they cannot be removed by any means (including *restoration* spells). The negative levels disappear when the vampire is no longer within the area of exposure.

Exposure to direct sunlight (or the effect of a *sunbeam* or *sunburst* spell) disorients a vampire: She can take only partial actions and is destroyed in a cloud of ash at the end of the next round if she cannot escape. Sunlight reflected from a highly polished surface, or redirected through a lens, is not as effective as "raw" light: The vampire can make a Will save (DC 15) each round to avoid its destructive effects.

Solar Eclipses

A total solar eclipse is a potent time for vampires as the moon's shadow (called the antumbra) falls across the earth. During this interval, which lasts 2d4 minutes, a vampire's connection to the Negative Energy Plane is greatly strengthened. He is able to walk under the daytime sky without harmful effect, and he gains a +4 profane bonus on all saves, checks, and attack and damage rolls. In addition, the vampire's turn resistance improves to +8.

Elder vampires often mark the occasion with ceremonies and imprecations to powers of evil, while the bolder youths choose this time to spread terror across the daytime world, if only for a few minutes.

Immersion in Running Water

As described earlier, running water is infused with positive energy and cannot even be crossed voluntarily by a vampire. Full immersion in water that is free-running and clear of contaminants rips through the vampire's defenses and washes away one-third of her current hit points each round, until she is destroyed at the end of the third round.

A vampire slain in this manner leaves behind an eddy of brackish water that reeks of negative energy. If someone with the proper equipment and training collects it within 2 rounds of the vampire's death, the brew yields three vials of maximized unholy water. This deals 8 points of damage to good outsiders on a direct hit and 1 point on a splash. Collecting this fluid requires a successful Alchemy check (DC 18) and special instruments and reagents from an alchemist's lab.

Stake through the Heart

The root of a vampire's connection to the material world is his heart. This organ swells like a tick when engorged with fresh blood and shrinks to the color and size of a toadstool after a few days without feeding. It beats at a leisurely pace, accelerating only when new blood must be pumped through the vampire's black veins. This single organ distinguishes vampires from the ranks of other undead, the source of their strength but also their greatest weakness.

Although tavern stories hold that only a wooden stake can pierce a vampire's heart effectively, in reality any piercing weapon will work. Stakes of mountain ash are traditional, since they overcome the damage reduction some vampires enjoy (see **Chapter Eight: Equipment**), and are likely the source of these stories.

Anyone can stake a helpless vampire with a piercing weapon by delivering a coup de grace. The vampire takes normal damage from the attack (it is not vulnerable to critical hits, nor does sneak attack damage apply) but must make a successful Will save (DC 10 + damage dealt) or be instantly destroyed. Even if the vampire succeeds at this save, he falls into the state of paralysis called Slumber and cannot take any physical actions until the piercing object is removed.

GM's Option: Alternative Rules for Staking

It may be appropriate in some campaigns (such as one where the PCs are dedicated vampire hunters) to allow characters to aim for a vampire's heart during combat. This makes these creatures far weaker than normal, however.

Striking at a vampire's heart with a piercing weapon requires a full-round action. A bow or crossbow may be used only by an attacker who is adjacent to the vampire, which provokes attacks of opportunity from adjacent foes and from the vampire itself. The attack roll is at a –4 penalty. If the attack hits, the vampire takes normal damage and must succeed at a Will save (DC 10 + damage dealt) or be destroyed. If the vampire makes its save, it takes normal damage with no special consequences. (Remember that vampires are not susceptible to critical hits, nor does sneak attack damage apply.)

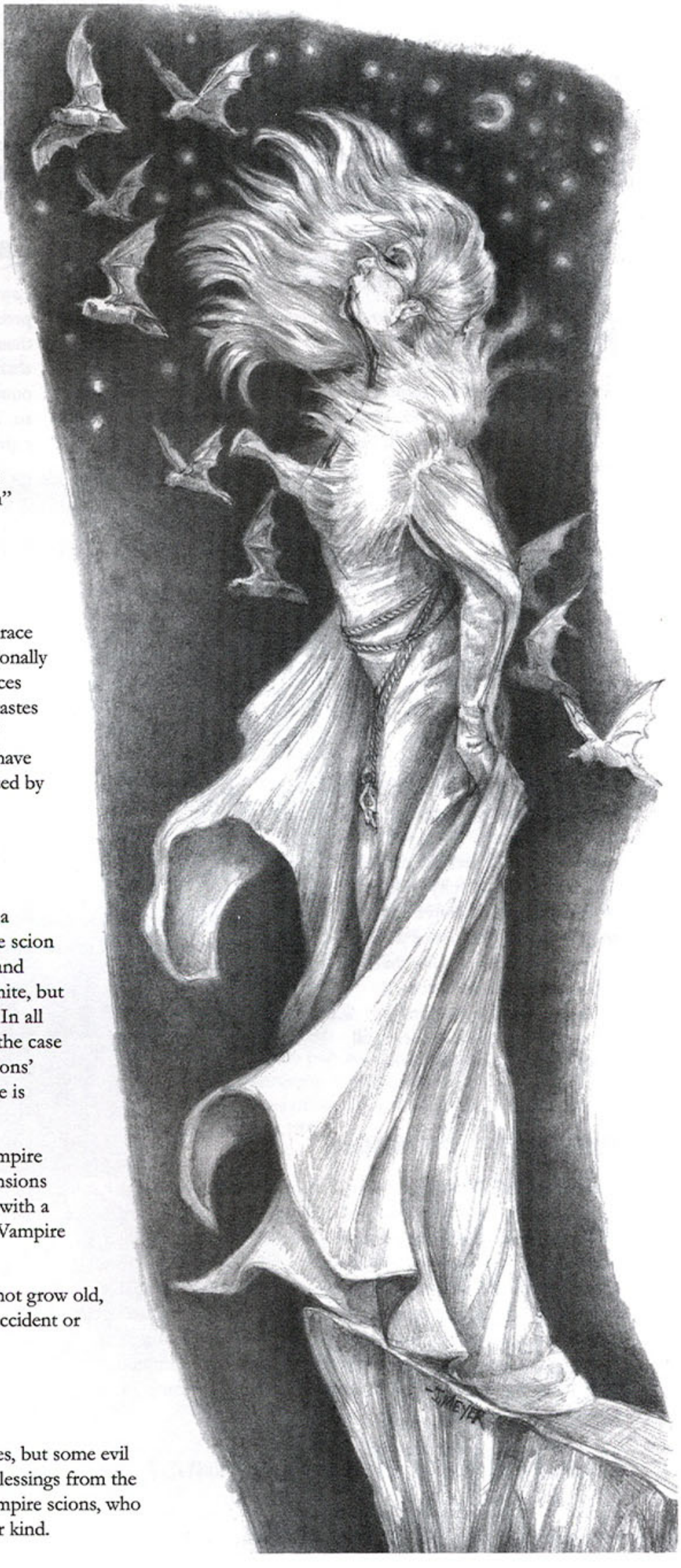
GM's Option: Alternative Weaknesses and Vulnerabilities

Odds are your players have seen some vampire movies, so they'll know about the traditional defenses against vampires. A great way to keep them fresh (as monsters) and unique (as a player character race) is to substitute less familiar restrictions. Some suggestions follow. At your discretion, these could be weaknesses or deadly vulnerabilities.

For example, a vampire cannot:

- Cross a line of salt;
- Enter an area where flowers are growing;
- Enter an area where music is playing;
- Feed from a person who has eaten bread made from flour and vampire blood;
- Feed from a person who has been blessed by a cleric;
- Navigate a crossroads without losing her bearings;
- Pass by scattered kernels of grain without stopping to count them;
- Pass through any doorway that has been anointed with holy water;
- Refuse a challenge to a contest of riddles; or
- Touch pure gold without being burned (as a direct hit from a flask of acid).

- New Race - The Vampire Scion



Although vampires can come from any of the humanoid and monstrous humanoid races, once they go through the change to undeath their old allegiances, mannerisms, and cultures dissolve into the new realities of the Thirst. After only a few weeks, a dwarf scion has more in common with a halfling vampire than the clan he once called family. For this reason, vampire scions are described here as a player character race, although "vampire scion" is actually a template.

Personality

Vampire scions retain the personality tendencies of their original race but are universally more cautious, filled with suspicion that occasionally verges on paranoia: Their terrible vulnerability during the day forces them to be watchful and secretive. Although they have the same tastes for companionship they had when alive, eventually the sounds of laughter and singing become intolerable reminders of what they have forever lost. In time, a scion's old habits fade into memory, replaced by a predatory single-mindedness and an all-consuming hunger.

Physical Description

When their transformation is complete, vampire scions take on a gaunt, drawn look. The skin tightens over the bones, making the scion appear austere, aristocratic, or sinister, depending on base race and facial features. The hair and beard of many scions turn chalk white, but just as many have hair grow in as glossy black as a raven's wing. In all cases the skin fades several shades, to a ghostly translucence in the case of elves, and an unhealthy pallor for most other races. Many scions' eyes take on a reddish tint, glowing like rubies when the vampire is angry or wounded.

Finally, the teeth and nails lengthen, turning hard as ivory. A vampire scion's canines are noticeably long but extend to their full dimensions only when the creature is feeding. A vampire is easily identified with a Spot check (DC 12), even if disguised or magically altered (see Vampire Weaknesses, above).

Like all undead creatures, vampire scions are immortal. They do not grow old, they do not suffer the pangs of age, and they never die. Barring accident or foul play, a vampire scion's life span is unlimited.

Relations

Vampire scions are almost universally outcasts from good societies, but some evil cultures accept and even welcome them, seeing their abilities as blessings from the dark gods. Drow, sahuagin, and troglodytes particularly revere vampire scions, who often become high priests, war leaders, or even monarchs of their kind.

Neutral scions get along well with outsiders and dragons of their own alignment, with evil and unscrupulous humanoids, and with some intelligent undead. Because of their predatory nature, they are not welcome in any good or lawful settlement and are sometimes hunted by good outsiders.

Evil scions have much in common with evil outsiders, dragons, and intelligent undead, and often seek out their company. In addition, they work well with evil giants, humanoids, and intelligent evil monsters such as sphinxes, lamias, krakens, ropers, and worgs. They are hated and feared by good races and actively hunted by good outsiders and dragons, and by militant druids.

Alignment

Because of their connection to the Negative Energy Plane, vampire scions are always nongood. They tend toward evil, though neutral individuals are not unknown. Each alignment has its own way of viewing its place in the world and the morality of feeding on other sentient creatures.

Vampire Scions are Fragile

Despite their many immunities and powers, vampire scions have significant weak points that every player should be aware of.

As undead creatures they have no Constitution score, so they gain no Constitution bonus to hit points and will have fewer hit points, on average, than living characters. This also means they gain no Constitution bonus on Fortitude saves, making them far more vulnerable to certain spells and effects. However, as undead, scions are immune to many effects that require Fortitude saves (such as paralysis, poison, disease, energy drain, ability drain, and so on).

In addition, the various vampiric weaknesses and vulnerabilities impose serious restrictions on a scion character's activities.

Lawful Neutral, "Punisher"

Lawful neutral scions believe that they must feed only on those who violate a universal or societal law or personal code. Those they feed upon are guilty of offenses and have therefore given up their claims to life and liberty. These scions sometimes even seek legitimate authority, joining a city watch or becoming magistrates so that they can mete out justice with official sanction. Despite their callous nature, lawful neutral scions avoid killing neutral or good beings, believing them still redeemable in the eyes of the law.

Neutral, "Balancer"

Neutral scions believe that their vampiric nature has no moral consequences; they have simply taken a new role in the natural order of things. They feed from good, neutral, and evil creatures alike without malice or guilt, but they avoid preying exclusively on one group or another. They do not kill innocents if they can avoid it, and when feeding they try to maintain a balance between intelligent beings and mere beasts, and between evil and good creatures. In strongly aligned areas, such scions may feed only from those who share the majority view, in an attempt to bring about a more moderate atmosphere.

Chaotic Neutral, "Opportunist"

Chaotic neutral scions see their vampirism as a chance to move freely through the world of the living. These creatures rejoice in their new abilities, using them to bring down oppressive laws and create a climate of wild anarchy. Many such vampires relish feeding from those in authority, seeking out members of the nobility, clergy, magocracy, and bureaucracy whenever they can. Some simply feed from whomever and whatever strikes their fancy at the moment—a humble washerwoman one night, a grandmaster monk the next. Like neutral and lawful neutral scions, they typically avoid killing good and neutral beings without cause.

Lawful Evil, "Predator"

Lawful evil scions see society as a strict hierarchy with themselves perched at the top, like a hawk nesting above a rabbit warren. To them, all those of inferior station are prey, and they see those who share their perch—other vampires, as well as powerful creatures like outsiders, dragons, and intelligent undead—as peers, if grudgingly so. They have great respect for authority, to the degree that it represents a danger to them, but are as likely to take this authority for themselves as they are to follow it. Lawful evil scions have the patience and cunning to see long-term plans to fruition, combined with the sheer audacity to twist laws and authority when they must. They prefer to feed on the weak and helpless, and they enjoy the blood of their enemies most of all.

Neutral Evil, "Parasite"

Neutral evil scions lurk in the shadows of society, like hyenas following a herd of antelope. Almost feral, they are driven mainly by the desire for food and the fear of being captured. Most lack the capacity for elaborate plans and subsist from day to day on whatever victims they can find close to their lairs. Occasionally one of these creatures takes control of a group of assassins or evil creatures, but these arrangements last only as long as they are convenient to the vampire. More often these scions pillage and kill without regard for power or strategy, simply taking what they want within the bounds of their own abilities.

Chaotic Evil, "Beast"

Beware the beast. Chaotic evil scions are some of the most blindly destructive and rapacious creatures known. They spread death, pain and horror wherever they go, feeding from children and mothers, turning clerics against their flocks and people against their governments, and killing anyone who gets in their way. These creatures feed whenever they feel the Thirst, choosing the most innocent victims they can find, and often out of sheer gluttony. They almost always kill their prey, draining it dry or rending it apart like wild beasts, filling their hollow frames with fresh blood in an orgiastic frenzy.

Alignment Shift

When a good creature becomes a vampire scion, its alignment shifts in the direction of chaotic evil until it becomes nongood. Thus, a lawful good being becomes lawful neutral, a chaotic good being becomes chaotic neutral, and a neutral good being becomes neutral. This change of alignment may adversely affect some classes (notably clerics and paladins).

Vampire Lands

Vampire scions have no permanent lands of their own. Instead, they live as predators on the edge of civilization, lairing near the settlements of those they prey on. At times a scion takes power over a community, an army, or an entire kingdom (as in the case of the deathless sahuagin emperor Skenyitil) and brings it into darkness. More frequently scions are found with small companies of duergar, drow, derro, orcs, and other light-hating creatures, or leading bands of evil humans. Most scions are eager to keep their identity a secret to avoid the attention of paladins and good outsiders, and even when they do ascend to power, they conceal their true nature from the world.

Religion

Vampire scions worship a variety of gods, depending on their original alignment and ancestral faith. Those who already follow deities of death, secret knowledge, murder, or evil have no need to change their allegiance, but most of those who formerly revered good and neutral gods lose the favor of their deity immediately.

Vampires also have their own faiths, with roots stretching back to the earliest records of history. These are discussed in detail in Chapter 6: The Gods and Their Servants.

Language

Scions speak whatever languages they spoke as living creatures. Many vampires also learn the languages of evil creatures, such as Abyssal, Drow, Giant, Goblin, Infernal, and Orc.

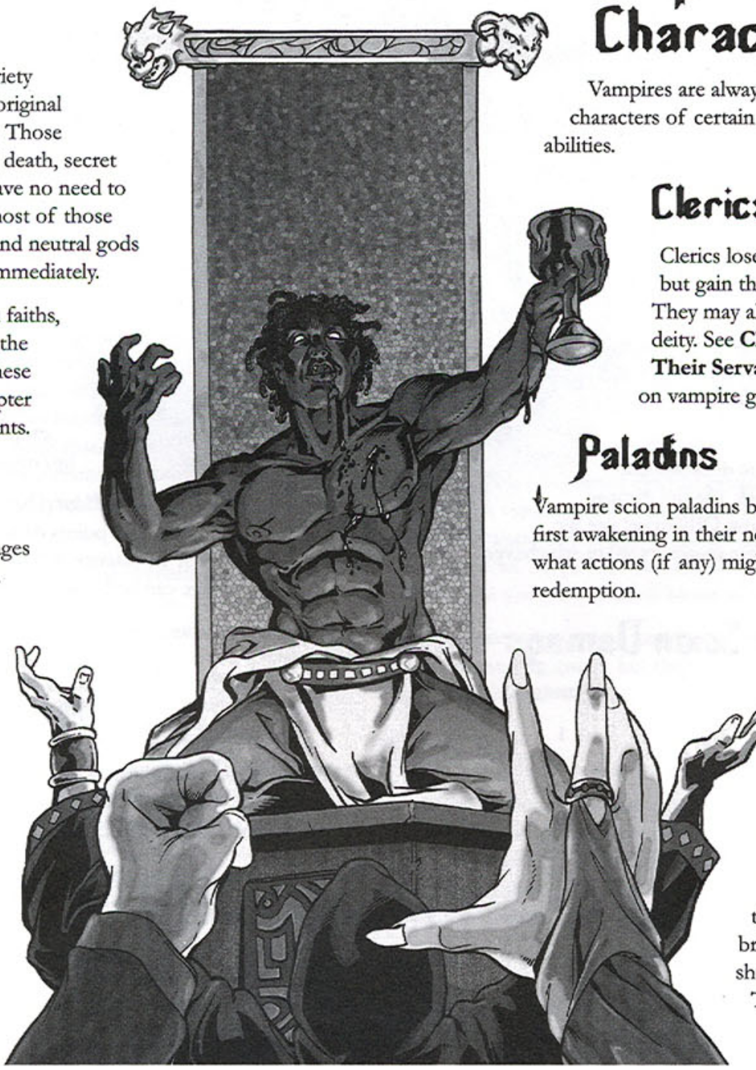
Names

A vampire scion retains his old name when he makes the transition to undeath, but he also gains a secret name on first awakening from the transformation. This name is found at the small of the back, written in coils of black veins under the skin that spell out a word in Draconic. These "true names" are jealously guarded, since learning one grants the power to summon, control, and even destroy its owner. Typically the vampire who creates a new scion also learns the true name of his "child" and uses it to maintain control over the neophyte.

Sample secret names include: *Malvir-Saurin* ("Evil Eye"), *Thurkar-Sunather* ("Night Priest"), and *Ausir-Virlyn* ("Pale Thief").

Adventurers

Young vampire scions are usually too vulnerable to stray far from their graves, but they retain all the inquisitiveness, greed, ambition, and wanderlust that may have driven them to adventure in life. Scions who gain levels in the reveler prestige class (see **Chapter Four: Prestige Classes**) eventually overcome the need to return to their coffin during the day, and many take up adventuring again after this point. Additionally, several magic items can mitigate the extra damage incurred when the scion rests away from "home" (see **Chapter Eight: Equipment**).



Vampire Scion Characters

Vampires are always nongood, which causes characters of certain classes to lose their class abilities.

Clerics

Clerics lose any ability to turn undead but gain the ability to rebuke undead. They may also have to follow a new deity. See **Chapter Six: The Gods and Their Servants** for more information on vampire gods.

Paladins

Vampire scion paladins become fallen paladins upon first awakening in their new state. The GM decides what actions (if any) might qualify the character for redemption.

Sorcerers and Wizards

These characters retain their class abilities, but if a character has a familiar (other than a rat or bat), the link between them is broken, and the familiar shuns its former companion. The character can summon another familiar, but it must be a rat or a bat.

Creating a Vampire Scion

"Vampire scion" is a template that can be applied to any corporeal humanoid or monstrous humanoid (hereafter referred to as the "base creature"). The base creature's type changes to "undead." A vampire scion uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: All the base creature's Hit Dice (current and future) become d12s.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire scion retains the ability to swim and is not vulnerable to immersion in running water (see Vampiric Weaknesses and Vulnerabilities, above).

Attacks: A vampire scion retains all the attacks of the base creature and also gains a claw attack if it didn't already have one. (Without two-weapon fighting expertise, or existing claws, the scion cannot effectively attack with both claws.)

Damage: If the base creature does not normally have a claw attack, use the damage values in the table below. Otherwise, use the values below or the base creature's value, whichever is greater.

Vampire Scion Damage

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A vampire scion retains all the special attacks of the base creature and also gains the following.

Blood Drain (Ex): A vampire scion can suck blood from a living victim that is susceptible to critical hits with a grapple check that results in a successful pin. If it pins its foe, it drains blood, dealing 2d4 points of damage each round the pin is maintained. Drained hit points are applied to the scion as permanent hit points, though hit points gained in this manner never allow the scion to exceed its normal hit point maximum.

Create Spawn (Su): If a vampire scion reduces a humanoid or monstrous humanoid to –10 hit points with its blood drain attack, the victim arises 1d4 days later as a vampire spawn. If that scion instead gives a blood gift to restore the victim to 0 hit points, it rises 1d4+1 days later as a vampire scion. In either case, the draining vampire has no special control over spawn it creates.

Special Qualities: A vampire scion retains all the special qualities of the base creature, plus darkvision with a 60-foot range. It also gains the following special qualities.

Blood Gift (Ex): A vampire scion can feed its own blood to another vampire or vampire spawn to heal it. It costs 1 hp to start the process, and the scion can transfer up to 1 hp per round per level of the lowest-level vampire in the exchange, to a maximum of 10 hp/round.

The Thirst (Ex): A vampire scion takes 1d8 + 1/HD points of damage every day at noon, as a bit of its essence is "cooked off" by positive energy. This damage can be healed only by drinking blood.

Turn Resistance (Ex): A vampire scion gains +4 turn resistance.

Weaknesses and Vulnerabilities: Vampire scions are subject to all of the restrictions described under Vampire Weaknesses and Vulnerabilities, above.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Int +2, Wis +2, Cha +4. As undead creatures, vampire scions have no Constitution score.

Organization: Solitary, pair, or gang (2–5).

Challenge Rating: +1.

Alignment: Often chaotic evil.

Advancement: By character class.

Level Adjustment: +2.

Chapter Two: The Way of Blood

Fang & Fury gives players and GMs the tools to build characters, encounters, and even campaigns around the vampire scion race. This chapter begins the work of character and world design (as least as it pertains to vampires). For beginners, there are suggestions about what to change and customize within the campaign, while for experienced players this discussion can perhaps even expand the creativity bred by hours of roleplaying.

- Playing a Vampire Scion Character -

The first step in playing a vampire scion character is to ask your GM. Scions have an effective character level (ECL) 2 higher than their base race; for example, a human vampire scion with 1 class level is roughly as tough as a living human with 3 levels in a character class. Your GM has final say in whether vampire scions are allowed in her campaign, and which races can take the vampire scion template.

Assuming you are allowed to play this unusual race, you must also be ready to answer a number of questions about your vampire scion character. How long ago did his transformation take place? What is his relationship with the vampire or scion who created him? What is his relationship with his family, and with friends he had before the change? What is the character's attitude toward other vampire scions, and toward vampire kin such as blood puppets and thralls? If he had a good alignment before his change, how does he feel about his alignment shifting toward chaotic evil? Does he have any moral objection to feeding from sentient creatures? How did he deal with becoming an ex-paladin or losing the favor of his deity, if his alignment change resulted in this?

The answers to these questions are critical to creating a deep, complex, and compelling vampire scion character. Someone who has cut himself off from family and friends but still secretly watches over them makes a sympathetic and tragic hero. A cleric whose transformation destroyed his faith is a fascinating study in loss, and possibly in redemption. Even the standard predatory and elitist vampire can be made more interesting by adding a motive to his violence: Perhaps he now seeks revenge on an authority that once persecuted him, dreams of liberating his people from an oppressor, or simply seeks fame as a dreaded prince of the night.

Vampire Scion Archetypes

Here are several ideas for vampire scion characters. Although the ideas behind the following archetypes are simple, beginning with something that other players recognize lets you quickly bring out the interesting quirks of your character (such as a particular speech pattern, catch phrase, routine in battle, or unique viewpoint).

Avenger

You never asked to be turned into a monster, and you don't like it one bit. Although you'd never go so far as to seek self-destruction, your fury at losing control over your life is bottomless. The creature that turned you must be killed, and other vampires who subject innocent people to this horror deserve no mercy or understanding. Many avengers follow the path of the reveler (see **Chapter Four: Prestige Classes**), but even if you do not, you prefer to feed on vampires whenever possible.

An avenger would join a group of vampires only if they do not seek to bring more mortals into their fold.

Cursed

You transgressed against a deity or powerful outsider and were cursed with vampirism as punishment. Because of this, you do not necessarily know any other vampires—or even know that other vampires exist. All you are sure about is that you can't travel during the day, and you need to drink blood to survive.

Stupid, ignorant, or naïve cursed vampires make interesting additions to an adventuring group, but they may be taken advantage of by more experienced scions.

Esthete

You exist to sample the great sensations of the world, traveling like a wisp from centers of art to perfumeries, from elegant balls and boudoirs to the finest clothiers and outfitters. Your life is a neverending pursuit of pleasure, and feeding is only one more way to enjoy the endless variety of delights.

Many esthetes become jaded and perverse over time, and no longer get enjoyment from any but the most elaborate spectacles. Young esthetes are still astonished by the simplest of pleasures, and might become enchanted by the bouquet of a lily or the sight of a meteor shower.

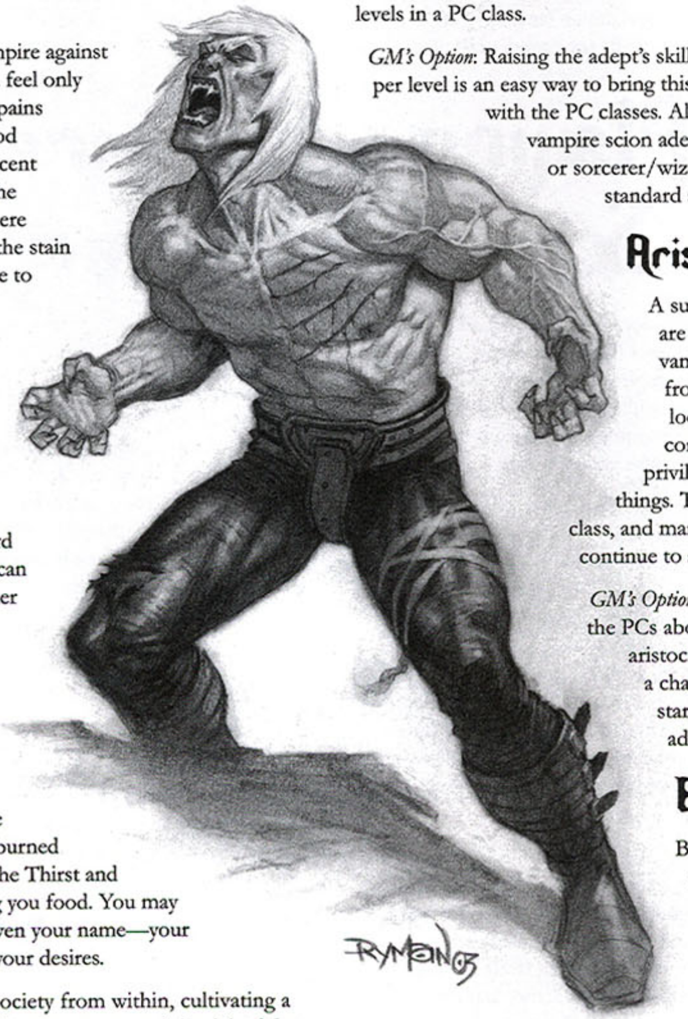
Monster

In life you spread terror and pain, and in undeath you have discovered the perfect vehicle to bring these things to more and more people than you ever dreamed possible. You are a classic sadist, deriving pleasure only from the suffering of others and seeking ever greater avenues of torment.

Some monsters are turned to cruelty by their transformation, but most were already thoroughly evil. A monster PC carries the risk of disrupting a typical campaign, but she fits right into a "decadent cruelty" campaign (see Vampire Campaign Options, below).

Penitent

You were transformed into a vampire against your will, but instead of fury you feel only sorrow and guilt. You take great pains to ensure that your thirst for blood does not cause you to harm innocent creatures, preferring to feed on the blood of animals and beasts. Where possible, you work to overcome the stain that lies on your soul and struggle to overcome your base impulses.



Some penitents might actually be on formal penitent quests as part of religious observance, or believe that they can cure their "condition" by living a life of extreme asceticism. Penitents make great additions to a standard adventuring group because they can be trusted not to feed on the other party members, but they are typically a bad fit for a party that consists entirely of vampire scions.

Predator

Whatever you once were, you are now a hunter. Your old self has burned away, leaving only the purity of the Thirst and the senses and abilities that bring you food. You may not remember your old life, or even your name—your identity is entirely subsumed by your desires.

Some predators prefer to stalk society from within, cultivating a civilized façade that is dropped the moment prey is in sight. Most live entirely outside civilization, lairing in the many hiding places it offers and never interacting with the world of the living except to feed.

Vampire Scions and the Core Classes

Scions excel at many roles, from spellcasters to melee combatants to stealthy infiltrators. The following notes provide an entry point into choosing a class for a vampire scion character, whether as a player character or an NPC. "Option" comments offer some roleplaying and world-building tips.

Remember that all class Hit Dice, both current and future, become d12s on transformation into a vampire scion.

Adept

Vampire adepts often inhabit the outskirts of civilization, either posing as mortal hedge wizards in a small settlement or ruling over a savage tribe in their full deathless glory. Scions make strong adepts because of their bonus to Wisdom, but few are content to settle for second-rate spellcasting after their transformation and instead take levels in a PC class.

GM's Option: Raising the adept's skill points to 4 + Int modifier per level is an easy way to bring this NPC class into closer parity with the PC classes. Alternatively, consider allowing vampire scion adepts to prepare selected cleric or sorcerer/wizard spells in addition to their standard spell list.

Aristocrat

A surprising number of scions are (or were) aristocrats. Many vampires seek to create "children" from the ranks of nobility to bring local government under their control, or to gain wealth and privilege without working for those things. The aristocrat is a solid NPC class, and many noble-born vampires scions continue to advance in it.

GM's Option: If the campaign begins with the PCs above 1st level, consider giving aristocrat PCs the starting wealth of a character 1 level higher than their starting level to simulate the social advantages of this class.

Barbarian

Because scions have no Constitution score, they do not benefit from this class as much as other races. They can never rage for more than 3 rounds, and they gain no bonus hit points while raging. Still, the scion's racial bonus to Strength makes this a tempting offensive combination, and front-line vampire combatants might consider taking a single level of barbarian.

GM's Option: Consider changing the rage ability so that the scion gains a +4 bonus to Charisma instead of Constitution, and the duration of the ability depends on the scion's (improved) Charisma modifier. This will tend to result in rages that last longer than those of other races (because of the scion's high Charisma bonus), though, and so may make a vampire barbarian too powerful a choice.

Bard

With their bonuses to Charisma and Dexterity, vampire scions make exceptional bards. This class is an excellent cover for scions—entertainers often perform at night and sleep during the day, and they can travel without attracting suspicion. Bard class abilities also complement those of the masqued player and regent (see **Chapter Four: Prestige Classes**), and a number of vampire feats tie into this class nicely.

GM's Option: The bard class is often overlooked by players. Consider making it more attractive by positioning scion bards as followers of Adiemre (see Chapter 6: The Gods and Their Servants) and giving them access to divine spells from the Chaos, Mania (see Chapter 7: Spells and Magic), and/or Trickery domains as bard spells of half the listed cleric spell level (round up).

Cleric

Vampire scions make highly effective clerics. They gain the inherent ability to rebuke or even control their own kind, and have access to a long list of spells that protect, strengthen, heal, and destroy. With the many different deities and domains available, this is one of the most flexible platforms available for vampire scion character development. An evil scion cleric with levels in black abbot or regent (see **Chapter Four: Prestige Classes**) makes a spectacular campaign villain.

GM's Option: Normally vampire clerics lose their ability to turn undead but gain the ability to rebuke undead. Consider relaxing this rule to allow neutral scion PCs to continue turning undead, especially if the character is strongly conflicted about her nature (see the penitent archetype, above).

Commoner

The ubiquitous commoner is hardly the finest choice for a PC, but the class does have certain advantages. Commoners are overlooked and forgotten, and as a result they make the perfect urban vampires. No one pays the slightest attention to them, whether they walk around in heavy robes (likely victims of leprosy), sleep all day (likely dead), or wander the streets at night (likely beggars). Commoner scions are frequently rag men (see **Chapter Four: Prestige Classes**).

GM's Option: Consider granting commoner PCs a circumstance bonus on Hide checks to go unnoticed as long as other commoners are present, and on Disguise checks to pass as a commoner of a different race, sex, or age.

Druid

Vampire scions lack any connection to the natural world and the life force of the Material Plane, so they almost never become druids after they go through the change. Druids who become scions often go mad or change their world view completely, becoming callous and uncaring. Despite these conflicts, their bonus to Wisdom makes scions good (if not exceptional) druids.

GM's Option: Disallow this class for scions if it goes against your conception of the druid's connection to nature. Alternatively, you could allow the scion to befriend evil and undead creatures as embodying the negative aspect of the natural world.

Expert

Sometimes vampires create scions from influential experts in a community to gain power or special consideration. Some experts, such as scholars and alchemists, might be targeted for their precious knowledge. Others, especially merchants, are put through the change because an elder vampire needs their wealth. A few experts in occult mysteries actually seek to become scions to further their own knowledge and material power.

Player's Option: Exploit your access to restricted skills like Decipher Script, Read Lips, Scry, and Use Magic Device. This is one of the biggest assets of the expert class—Use Magic Device is especially useful to the adventurer. Be sure to include Strength- and Charisma-based skills like Climb and Bluff when choosing your ten class skills, since these will benefit the most from your racial bonuses.

Fighter and Warrior

Vampire scions make good fighters and warriors. Although the lack of a Constitution score hurts both hit points and Fortitude saves, the increased Hit Die and bonuses to Strength and Dexterity make this combination attractive. Scions make especially good skirmishers, wearing light armor to capitalize on their Dexterity bonus to AC and gain tactical advantage from good speed.

Player's Option: Consider taking Weapon Focus and Weapon Specialization with a thrown weapon. This allows you to take advantage of your high Strength bonus to damage without risking your low hit points in melee. Alternatively, focus on the feat chain that ends in Energy Drain (see **Chapter Two: Feats**). This is one of the most powerful abilities available to a scion, and it complements the fighter's high base attack bonus perfectly.

Monk

With endless time to practice and meditate, and their bonuses to Strength, Dexterity, and Wisdom, scions make excellent monks. The monk's focus on unarmed combat also complements the scion's natural attacks and blood drain ability, making the combination even stronger. Monks of a lawful evil temple might even become scions as part of a higher-level initiation that reveals the truth behind the high priests' abilities. The only downside to this combination is that a number of monk class abilities (purity of body, diamond body, and timeless body) offer benefits that are already part of the scion's undead type.

GM's Option: A 20th-level scion monk's type should not change to "outsider," since this would render him immune to turn and rebuke attempts and raise a number of awkward questions (for example, is he now truly alive?). Instead, have the scion monk remain an undead creature, though he enjoys all other benefits for earning this level.

Paladin

Because of the alignment change that occurs during the transformation, a paladin who becomes a vampire scion is always an ex-paladin. Some scions endure this punishment for what they see as their weakness, but many grow bitter and cruel as the years pass, eventually falling to the temptations of the blackguard prestige class. While ex-paladins are weak compared to other PC classes, they still benefit from a strong base attack progression and good saves. Too, the opportunities for pathos-heavy roleplaying are unrivalled.

Player's Option: This combination epitomizes the antihero, a real roleplaying challenge for those who are up to it. Possible hooks include creating a vampiric thrall mount (see **Chapter Five: Creatures**) as an echo of your lost warhorse, striking deals with villains you used to oppose, and continuing to protect a church that now views you as an abomination to be destroyed.

Ranger

Vampires make superb rangers. They have great Strength, good Dexterity and Wisdom, natural darkvision, and the instincts of born hunters. Scions who take levels in ranger often take advantage of the class's two-weapon expertise by fighting with two claws. Although most scion rangers choose PC races as favored enemies, those with ambitions of power within the vampire hierarchy might specialize in undead instead. They gain no damage bonus against fellow undead creatures, but the bonuses on Bluff and Sense Motive alone make up for this drawback.

Player's Option: Nonevil scion rangers who choose undead as a favored enemy offer great roleplaying opportunities. Such a character may be motivated by deep ambivalence or a desire for vengeance against the creature that stole her life from her and cursed her to unnatural existance.

Rogue

With bonuses to Dexterity, Intelligence, and Charisma and immunity to poison, scions make some of the best rogues (and assassins) around. They have the potential to excel as sneak thieves, backstabbers, confidence artists, smugglers, or any number of other rogue specialties. Scion rogues also transition nicely to the nighthawk's path (see **Chapter Four: Prestige Classes**).

Player's Option: Consider taking the new Spider Climb and Improved Blood Drain feats to improve your already potent class abilities.

Sorcerer and Wizard

The scion's bonuses to Intelligence and Charisma make them good wizards and exceptional sorcerers. Arcane spells improve vampires' natural abilities and help avoid dangerous situations, and with their larger Hit Dice and racial bonuses to Dexterity and Strength, they are more survivable than most spellcasters.

GM's Option: Normally a spellcaster who becomes a vampire loses his familiar and can call only a rat or bat as a replacement. Consider allowing the player to keep his old familiar by turning it into a vampiric thrall (see that entry template in **Chapter Five: Creatures**).

- Alternative Racial Concepts -

The popular view of vampires and how they operate has been heavily influenced by mass media. Many movies, books, and games have established a "standard view" of the bloodsuckers of legend. Despite the potential flexibility of And possibilities for the race, they have been largely typecast as either one-dimensional bloodsuckers or ultra-cool, nihilistic club kids. Here are some alternative portrayals of vampire scions to help you, the GM, paint an entirely new and unique picture of these creatures in your campaign world.

These descriptions are not necessarily exclusive; you can easily combine two or more concepts to suit your vision. Alternatively, the vampire race might have unique strains or even multiple competing tribes, each with a different background. The following suggestions also include ideas for modifying the race in minor ways to embody each theme.

Blood Symbiotes

In this option vampires are not truly undead—their blood is. Vampire blood is itself sentient and partially empathic, and contains the accumulated wisdom of millennia of vampire existence. When a new scion is created, the undead blood surges through her veins and changes her body into its new form. It consumes its host's natural blood and replaces it entirely, and then gives her a bottomless craving for more fresh mortal blood.

This is a very different vision of the vampire race, and it has serious implications for vampire PCs. Because the personality of every vampire is split between her core self and this invading blood entity, most are at least partially schizoid and unbalanced—many are completely insane. Their blood speaks to them and forces them to perform horrific acts of cruelty and violence, and they are completely unable to resist, seek help, or even to find release in death.

Encounters

An encounter with a blood symbiote vampire is terrifying in the extreme. The creature displays sharp contrast between her speech and actions, shouting warnings or sobbing even while she rips into her victims, as her rational brain attempts to fight against the impulses that come from her veins. Aside from these roleplaying differences, blood symbiote vampires hunt and fight just like their conventional cousins.

Alternative Racial Abilities

Because they have access to the symbiote's accumulated knowledge, blood symbiote vampires gain Knowledge (arcana) and Knowledge (vampire lore) as class skills, with 4 free ranks in each (to the maximum normally allowed). Additionally, each time a blood symbiote vampire kills another of her kind with blood drain, she gains 1 free rank in both skills.

Natural Hunters

Perhaps the most radical reassessment of the vampire is to place it outside the undead type completely. In this option, vampires are actually monstrous humanoids that breed true—not undead, and not even a template. These creatures need blood to live, but they lack the supernatural powers that legend associates with vampires. Traditional vulnerabilities are absent or replaced by mere sensitivities, and the monster of fable is revealed as merely a nocturnal race with its own history, customs, and culture.

These "natural" vampires are far easier to integrate into a campaign than the undead variety, and may be the perfect choice if you have concerns about a whole party of deathless PCs. They are also a perfect way to highlight the uniqueness of your campaign setting.

Encounters

Encounters with these creatures are extremely confusing for players who expect Hollywood-style vampires. They cross running water at will, tolerate sunlight with only mild discomfort, and are completely unaffected by holy water and other religious trappings, garlic, and the attentions of the party cleric. Most players will assume that these creatures are elders or have some sort of magical protection. Uncovering the truth may take many encounters and long and detailed research.

Alternative Racial Abilities

A typical natural vampire is presented below.

Natural Vampire

Medium Monstrous Humanoid

Hit Dice: 1d8 (4 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 14 (+1 Dex, +3 studded leather)
Attacks: 2 claws +4 melee
Damage: Claw 1d4+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Blood drain 2d4/round
Special Qualities: Darkvision 60 ft., light sensitivity (–1 on attacks in bright sunlight or *daylight*)
Saves: Fort +0, Ref +3, Will +3
Abilities: Str 15, Dex 12, Con 11, Int 12, Wis 13, Cha 12
Skills: Climb +5, Intimidate +5, Jump +5, Listen +5, Spot +5, Wilderness Lore +5
Feats: Weapon Focus (claw)

Climate/Terrain: Any land or underground.
Organization: Solitary, pair, or cadre (2–4)
Challenge Rating: 1
Treasure: Standard
Alignment: Often chaotic evil
Advancement: By character class
Level Adjustment: +1

Psychic Vampires

In this alternative to the standard portrayal, vampires are driven by negative energy alone, lacking any sort of blood circulation or the remnants of a mortal body. They do not feed on blood but instead hunger after the positive energy contained in living creatures. This energy is not carried by blood, but these vampires drain it in the same way (requiring a successful pin) and deal the same amount of damage.

This option is easy to integrate into an existing campaign, since only the metaphor of feeding is changed.

Encounters

Psychic vampires appear to be typical bloodsuckers at first, but victims of their attacks will bear marks of withered and burned skin instead of the expected bite-marks and severe blood loss. Their combat tactics are otherwise identical to those of conventional vampires.

Alternative Racial Abilities

Psychic vampires benefit from the supernatural ability to sense living creatures.

Sense Living (Su): A psychic vampire can take a standard action to concentrate on its surroundings, detecting the psychic imprint of any living creatures within 30 feet. This ability does not render invisible, ethereal, or hidden creatures visible, nor does it relate any information about detected creatures besides their presence and approximate location (within 5 feet).

Victims of a Curse

In this alternative, new vampires are created by divine edict, not by other vampires. Whether only one deity hands out these curses, or they are standard punishments (or rewards) for those who violate the laws of Heaven, is up to you.

This option raises the interesting possibility that vampirism can be removed if the afflicted one properly atones for his transgressions. One campaign idea has the party members beginning as living creatures who accidentally violate an ancient edict during the course of an adventure. Cursed with vampirism, they can be cured only by undergoing a demanding quest on the deity's behalf, all while learning to deal with their new powers and vulnerabilities.

Encounters

Cursed vampires retain their mortal alignment and are usually far more agreeable than typical scions. The PCs might even be approached by a party of cursed vampires who need their help to complete a quest of atonement. Of course, hostile cursed vampires would behave much like hostile standard vampires.

Alternative Racial Abilities

Vampires who are under a curse may be of any alignment and cannot create new scions, vampiric thralls, or blood puppets. They otherwise have the same abilities described in **Chapter One: The Vampire Scion**.

Victims of a Disease

This option presents vampires as the carriers of a magical disease, and their distinctive abilities as expressions of the syndrome. Scions "catch" the disease from other infected carriers and pass it along to those they feed upon. The disease links its victims to the Negative Energy Plane (turning them into undead) and consumes their blood, which causes the Thirst.

The most obvious consequence of this option is the possibility of a cure for the disease. Depending on the solution you want, vampirism could be cured by anything from a cup of water blessed by a priest to *miracle* cast by a 20th-level cleric. If the remedy is cheap and accessible, the campaign could become a struggle against a plague that afflicts thousands. If it is very expensive, rare, or inaccessible, then the whole campaign may be a quest to cure a single important individual.

Encounters

Diseased vampires are superficially identical to standard vampires, but good characters may have moral conflicts about destroying creatures that are not in control of their actions. One interesting option is to rule that a "destroyed" result from a turn check instead cures vampires of their illness. The blast of positive energy burns out the disease entity and restores a vampire to life without harming the mortal carrier.

Alternative Racial Abilities

The infectious nature of the vampiric disease carriers makes them much more prolific than normal ones once an outbreak occurs. Because every drop of her blood carries the infection, whenever a diseased vampire feeds she has a chance of creating a new scion. The percentage chance is equal to 5 + the total damage dealt by blood drain.

Vampirism (Su): Supernatural disease; injury, Fortitude save (DC 20), incubation period 1d3 days. The disease deals no damage to its host but transforms her into a bloodthirsty undead monster at midnight on the night it takes effect.

- Vampire Campaign Options -

Here are a number of ideas for campaigns that center around vampires.

Against the Inquisition

In this option, the PCs are isolated scions in a land dominated by a hard-line political or religious ideology that seeks their total eradication. Inquisitors, soldiers, and firebrand preachers walk the streets at night seeking out creatures of evil, and children are encouraged to find sleeping vampires during the day, at a penny a head. The party's goals may be as simple as survival, or as far-reaching as revolution.

Depending on their goals and abilities, the party could flee to the countryside to seek the safety of caves or ruins, or they could choose to fortify their hiding place and stick it out in a city or town. In the first situation the campaign takes on the frantic pace of a chase film, or the desperation of an exodus. In the second, it might be centered on deception, emphasizing roleplaying as the PCs use disguise and illusion to feed and stay one step ahead of the inquisition.

This option is particularly attractive if you intend to make scions sympathetic figures, either through roleplaying or the natural or cursed vampire options. It also works well in historical context, if you wish to run a campaign that takes place in a dark and mythical underside to real events such as the Spanish Inquisition or the Crusades.

GM's Option

Consider granting PCs Lifemask (see **Chapter Two: Feats**) as a free bonus feat to enhance their ability to avoid detection and capture.

Conquest

A question people commonly ask about powerful monsters is: Why don't they rule the world? This book attempts to patch that hole with elements, such as the *Dusk Crown* artifact and the reveler prestige class, that keep vampires from working together, but another option is to make the answer to this question a central theme of your campaign. A cabal of powerful vampires, perhaps working in alliance with liches and other intelligent undead, plans to capture a city-state, a principality, or a country, or even to establish a globe-spanning empire.

The players could take the role of soldiers on either side of the battle, or of the generals themselves if the group wants to fight out battles using mass-combat rules. They could also play noncombatants caught up in the struggle who lock themselves in at night and emerge during the day to scrounge for supplies, ever mindful of the passage of the sun. Because the undead armies kill all living creatures without discriminating between good and evil, civilized and wild, the PCs could even be racial enemies who are bound together out of necessity. A party containing a drow, a high elf, a duergar, and a mountain dwarf would be a problem in many groups, but it could present a great roleplaying challenge to players who are up for it.

GM's Option

A campaign that centers around war between the living and undead should reflect the inevitable "arms race" that occurs during protracted conflict. Consider reducing the prerequisites for feats such as Empowered Natural Weapon and Energy Drain to make vampire soldiers more dangerous, and granting all neutral and good clerics access to the Sun domain as a free bonus domain, regardless of their deities' portfolios.

Decadent Cruelty

Not all roleplaying campaigns have to be *about* something. In this option the PCs are scions who live at the top of society, dispensing agony and ecstasy to mortals in their care and living an existence of endless debauchery. They create blood puppets for sport and order them off balconies when they cease to be amusing; they invent whole new sports and pastimes to humiliate their mortal thralls, treating them as riding beasts, musical instruments, or parlor game pieces; and they never, ever get caught.

In this sort of campaign, toss the standard rewards out the window and instead orient the game around parlor politics and the minor contests of influence likely to occupy immortal sadists. Each session has its prince and its goat, with plenty of minor nobles in between, all squabbling for influence. While **d20** rules are still used to resolve skill checks and combat, a card game like "Presidents and Assholes" may be better suited to resolving the outcome of complex political struggles. For example, the PCs may be jockeying for ownership of the local orphanage and the superb dining to be found therein. Their politicking toward this end may be expressed by playing a single hand of cards to determine the relative placement of each PC in the race.

GM's Option

Half the fun of being a vampire is having minions. Consider removing the negative level penalties for creating blood puppets and vampiric thralls, and thus encourage PCs to gather twisted courtiers, pets, and sycophants to their sides.

Hunt for a Cure

This option works only if the PCs are victims of a disease or a curse. They are vampires not by choice or the machinations of another vampire, but by the vagaries of chance or divine whim. In this campaign, the party is seeking the cure for their disease, or freedom from their curse.

This campaign differs most significantly from others in that it has an end game: The PCs either find the cure, or they die trying. This can be great if you intend a finite campaign, but it can also limit the fun of exploring a world and roleplaying a character. Make sure your party *wants* to be cured before you plan a series of adventures around this outcome.

Slayers

This option, familiar to most TV and movie viewers, casts the PCs as (mostly) ordinary people who stand as the only defense between the world of the living and the hunger of the undead. They gather intelligence and plan patrols, and when necessary they execute raids into vampire strongholds. This option works best if the general community is unaware of its peril—the PCs not only have to slay vampires but also dispose of evidence of the fight.

There is plenty of potential for campy fun in this option, but it can also be done in a dramatic style. If the PCs are tasked with a thankless job that they never asked for, and forced to defend a community that does not even care for them, the potential for serious roleplaying is very strong.

GM's Option

Regular people don't stand a chance against scions, much less standard vampires. Consider using the alternative staking rules presented in **Chapter One: The Vampire Scion** to even the odds. You could also loosen the restrictions on paladin multiclassing so that PCs can take levels in other classes and still resume the paladin's path later.

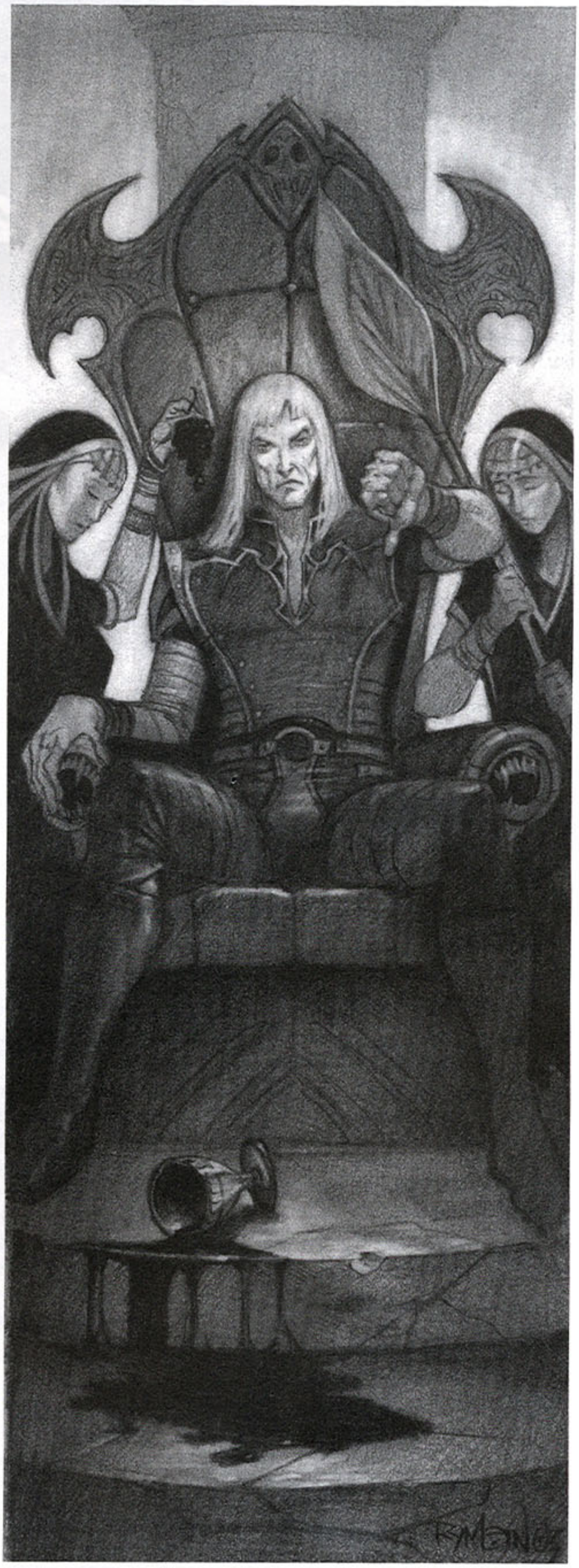
Tortured Angst

Like the "decadent cruelty" option given above, this campaign is at its best when plots and goals are kept to the background. The PCs are decaying antiheroes sentenced to an eternal unlife of misery and self-loathing, and they spend much of their time plumbing the depths of sadness and lamenting the sorry state of their existence.

Despite the hollow-sounding premise, this "without a net" style of storytelling can develop into remarkable interactions between experienced roleplayers. It is not recommended for beginners, or for those who feel that a plot-driven narrative is vital to a campaign.

GM's Option

Resist the temptation to let this game bog down in atmosphere. Force your players into situations of conflict at regular intervals: Without dramatic tension, such campaigns tend to run dry quickly. Also make sure that more flamboyant players don't steal the limelight from shyer members of the gaming group. Take time to plan scenarios that let everyone have fun.



Chapter Three: Feats

Vampires and their kin focus on feats that exploit or enhance their innate abilities. Most of these feats require the character to be a vampire, but a few have more general application.

- Feat Descriptions -

The following feats are presented in alphabetical order.

Animal Feeder [General]

You can feed from animals without penalty.

Prerequisite: Vampire.

Benefit: When you feed from animals, you heal 1 point of damage per hit point drained.

Normal: Feeding from animals heals only 1 hit point for every 4 hit points drained.

Conceal Taint [General]

You can conceal your cannibalistic nature from other vampires.

Prerequisite: Vampire, must have killed a vampire through blood drain.

Benefit: Spot checks made to detect your taint incur a –4 circumstance penalty.

Normal: A vampire who consumes other vampires acquires a distinctive spiritual taint that other vampires can sense. (For more information, see the Reveler entry in **Chapter Four: Prestige Classes.**) Vampires can identify a tainted vampire within 30 feet on a successful Spot check (DC 20 – target's reveler level).

Special: You can take this feat multiple times. Its effects are cumulative.

Create Darkness [General]

You can create magical darkness as a spell-like ability.

Prerequisites: Vampire, ability to cast one spell with the darkness descriptor.

Benefit: You can create a *darkness* effect once per day, as the spell from a caster of a level equal to your HD.

Curse Water [General]

You can create unholy water as a spell-like ability.

Prerequisites: Vampire, evil alignment, ability to cast one spell with the evil descriptor.

Benefit: You can *curse water*, as the spell from a caster of a level equal to your HD. This is a full-round action that provokes an attack of opportunity. You may use this ability a number of times per day equal to your HD.

Special: Unlike casting the spell, creating unholy water using this feat does not require a material component.

Devil's Tongue [General]

You can speak the languages of evil outsiders and know how best to interact with them.

Prerequisite: Evil alignment.

Benefit: You speak and read Abyssal and Infernal. Additionally, you gain a +2 circumstance bonus on all Charisma-based skills and checks when interacting with evil outsiders whose alignments are no more than one step from your own.

Drain Black Bile [General]

You can drain black bile with a successful blood drain attack.

Prerequisites: Vampire, Improved Natural Weapon, Improved Blood Drain, base attack bonus +5.

Benefit: When you make a successful blood drain attack, you can choose to draw black bile along with blood. Black bile is a humour that opposes the sanguine humour. Draining black bile causes the subject to gain the benefits of *emotion (hope)* as its internal chemistry shifts toward the sanguine.

This effect lasts a number of rounds equal to half the damage dealt by the blood drain effect. The DC to resist is 10 + 1/2 your HD + your Charisma modifier.

Special: This is an extraordinary, mind-affecting ability.

Drain Joints [General]

You can drain the fluid from a victim's joints with a successful blood drain attack.

Prerequisites: Vampire, Improved Natural Weapon, Improved Blood Drain, base attack bonus +5.

Benefit: When you make a successful blood drain attack, you can choose to draw the fluid that lubricates the joints instead of blood. Instead of normal damage, this attack deals 1d3 points of temporary Dexterity damage each round. The target of this attack experiences painful swelling of the joints and has trouble moving its limbs. The DC to resist is 10 + 1/2 your HD + your Charisma modifier.

You do not gain hit points from draining joints.

Special: This is an extraordinary ability.

Drain Phlegmatic Humour [General]

You can drain phlegmatic humour with a successful blood drain attack.

Prerequisites: Vampire, Improved Natural Weapon, Improved Blood Drain, base attack bonus +5.

Benefit: When you make a successful blood drain attack, you can choose to draw phlegmatic humour (phlegm) along with blood. Phlegmatic humour opposes the yellow bile humour. Draining phlegmatic humour causes the subject to gain the benefits of *emotion (rage)* as its internal chemistry shifts toward the choleric.

This effect lasts a number of rounds equal to half the damage dealt by the blood drain effect. The DC to resist is 10 + 1/2 your HD + your Charisma modifier.

Special: This is an extraordinary, mind-affecting ability.

Drain Sanguine Humour [General]

You can drain sanguine humour with a successful blood drain attack.

Prerequisites: Vampire, Improved Natural Weapon, Improved Blood Drain, base attack bonus +5.

Benefit: When you make a successful blood drain attack, you can choose to draw sanguine humour (heart's blood) along with regular blood. Sanguine humour opposes the black bile humour. Draining sanguine humour afflicts the subject with the effects of *emotion (despair)* as its internal chemistry shifts toward the melancholic.

This effect lasts a number of rounds equal to half the damage dealt by the blood drain effect. The DC to resist is 10 + 1/2 your HD + your Charisma modifier.

Special: This is an extraordinary, mind-affecting ability.

Drain Spinal Fluid [General]

You can drain a victim's brain and spinal fluid with a successful blood drain attack.

Prerequisites: Vampire, Improved Natural Weapon, Improved Blood Drain, base attack bonus +5.

Benefit: When you make a successful blood drain attack, you can choose to draw spinal fluid instead of blood. Instead of normal damage, this attack deals 1d3 points of temporary Wisdom damage each round. The DC to resist is 10 + 1/2 your HD + your Charisma modifier.

You do not gain hit points from draining spinal fluid.

Special: This is an extraordinary, mind-affecting ability.

Drain Yellow Bile [General]

You can drain yellow bile with a successful blood drain attack.

Prerequisites: Vampire, Improved Natural Weapon, Improved Blood Drain, base attack bonus +5.

Benefit: When you make a successful blood drain attack, you can choose to draw yellow bile along with blood. Yellow bile is a humour that opposes the phlegmatic humour. Draining yellow bile afflicts the subject with exhaustion (half speed, –6 effective penalty to Strength and Dexterity) as its internal chemistry shifts toward the phlegmatic.

Humours

Medieval Europeans believed that human health and personality depended upon a balance between four primal fluids, called "humours": black bile, blood, phlegm, and yellow bile. In this conception of physiology, a predominance of one or the other humour had a powerful effect on one's mood and character. The words "melancholic," "sanguine," "phlegmatic," and "choleric" refer to emotional states that were believed to be caused by imbalances in these respective fluids, and they have carried their original meanings to the present day.

Several feats deal with the draining of one or more humours (Drain Black Bile, Drain Phlegmatic Humour, Drain Sanguine Humour, and Drain Yellow Bile). Doing so allows the draining vampire to confer an effect on the target. Since humours are drawn along with blood, such drain heals the draining vampire in the normal manner but has no other effect.

This effect lasts a number of rounds equal to half the damage dealt by the blood drain effect. The DC to resist is 10 + 1/2 your HD + your Charisma modifier.

Special: This is an extraordinary, mind-affecting ability.

Empowered Natural Weapon [General]

One of your natural attacks gains the ability to overcome damage reduction as a +1 weapon.

Prerequisites: Improved Natural Weapon, base attack bonus +5.

Benefit: One of your natural attacks gains the ability to overcome damage reduction as if it were a weapon with a +1 enhancement bonus. This ability does not grant an actual +1 enhancement bonus on attack or damage.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new natural weapon.

Energy Drain [General]

You can drain life force with a successful natural attack.

Prerequisites: Vampire, Improved Natural Weapon, Empowered Natural Weapon, Improved Blood Drain, base attack bonus +16.

Benefit: When you make a successful claw attack on a living creature, the target gains 1 negative level (2 negative levels on a critical hit). The DC to remove this negative level is 10 + 1/2 your HD + your Charisma modifier.

Additionally, you heal 5 points of damage for every negative level bestowed. This is different from the normal rules for energy drain, which grant the draining creature 5 temporary hit points.

Forgettable [General]

You can slip through the cracks of memory.

Prerequisites: Vampire, Bluff skill, Hide skill.

Benefit: You can erase any new memories of your presence from a single creature's mind by attempting a Bluff check, opposed by the target's Spot (if simply observing you) or Sense Motive (if speaking with you). If the target is a guard or sentry, or otherwise tasked with defending an area, it can make a Will save to resist this effect (DC 10 + 1/2 your HD + your Charisma modifier). Creatures who forget your presence are still able to see and hear you, and if they see or speak with you again they gain new memories of you. This ability has no effect on memories more than 1 minute old.

Special: This feat can be used in conjunction with the *modify memory* spell, during the 5-minute period when you are creating new memories, to erase all memories relating to yourself regardless of their age or origin.

Gaseous Form [General]

You can take *gaseous form* as a supernatural ability.

Prerequisites: Vampire, ability to polymorph into at least one other form as an innate or class ability. A spellcaster who can cast *polymorph self* or *shapechange* from her spell list (not just from a scroll) may also take this feat.

Benefit: You can take *gaseous form* once per day, as the spell from a caster of a level equal to your HD.

Hedge Spells [Metamagic]

You can prepare "backup" spells and exchange them for prepared spells if required.

Prerequisite: Ability to prepare arcane spells.

Benefit: Designate up to three spells with a range of self from the list of spells you can currently prepare. You can "virtually prepare" these spells once per day. Virtually prepared spell levels do not count against your maximum, but they take the normal amount of time to prepare.

At any time, you can "lose" a normal prepared spell for a virtually prepared spell of a level 1 or more lower. For example, you could swap out a *fireball* for a virtually prepared *mage armor*. Spells that are swapped out are lost. Virtually prepared spells are cast normally.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new set of three spells.

Hypnotic Voice [General]

You can cause a hypnotic trance with the power of your voice.

Prerequisites: Vampire, Cha 11.

Benefit: Once per day, you can produce *hypnotism* as the spell from a caster of a level equal to your HD.

Special: This is a spell-like ability and requires only verbal components.

Improved Blood Drain [General]

You can drain blood from your victims very rapidly.

Prerequisites: Vampire, Improved Natural Weapon, base attack bonus +5.

Benefit: You incredibly efficient feeding technique drain 2d6 points of damage per round with a successful blood drain attack, which are transferred to you as permanent hit points (but not in excess of your normal maximum).

Normal: A blood drain attack normally transfers 2d4 points of damage per round.

Improved Legerdemain [General]

You can cast some 1st-level illusion spells even if you are not a spellcaster.

Prerequisites: Vampire, Int 13, Perform skill, Legerdemain.

Benefit: You can cast *magic aura*, *message*, *silent image*, and *ventriloquism* without preparation, as a sorcerer of a level equal to your HD. You gain a number of 1st-level spell slots equal to your Intelligence modifier, and the save DC against these spells uses your Intelligence modifier.

Improved Natural Weapon [General]

Your natural weapons deal more damage than those of most of your kin.

Prerequisites: One or more natural attacks.

Table 3-1: Feats

General Feats	Prerequisites
Animal Feeder	Vampire
Conceal Taint	Vampire, must have killed a vampire through blood drain
Create Darkness	Vampire, ability to cast one spell with the darkness descriptor
Curse Water	Vampire, evil alignment, ability to cast one spell with the evil descriptor
Devil's Tongue	Evil alignment
Forgettable	Vampire, Bluff skill, Hide skill
Gaseous Form	Vampire, ability to polymorph
Hypnotic Voice	Vampire, Cha 11
Improved Natural Weapon	Natural attack that deals piercing or slashing damage
Empowered Natural Weapon	Improved Natural Weapon, base attack bonus +5
Improved Blood Drain	Vampire, Improved Natural Weapon, base attack bonus +5
Drain Black Bile	Vampire, Improved Natural Weapon, Improved Blood Drain, base attack bonus +5
Drain Joints	Vampire, Improved Natural Weapon, Improved Blood Drain, base attack bonus +5
Drain Phlegmatic Humour	Vampire, Improved Natural Weapon, Improved Blood Drain, base attack bonus +5
Drain Sanguine Humour	Vampire, Improved Natural Weapon, Improved Blood Drain, base attack bonus +5
Drain Spinal Fluid	Vampire, Improved Natural Weapon, Improved Blood Drain, base attack bonus +5
Drain Yellow Bile	Vampire, Improved Natural Weapon, Improved Blood Drain, base attack bonus +5
Energy Drain	Vampire, Improved Natural Weapon, Empowered Natural Weapon, Improved Blood Drain, base attack bonus +16
Spider Climb	Vampire, Dex 15, Improved Natural Weapon
Improved Turn Resistance	Turn resistance
Infamy	Evil alignment, Cha 13, Leadership
Legerdemain	Vampire, Int 11, Perform skill
Improved Legerdemain	Vampire, Int 13, Perform skill, Legerdemain
Supreme Legerdemain	Vampire, Int 15, Perform skill, Legerdemain, Improved Legerdemain
Lifemask	Vampire
Selective Feeder	Vampire
Sense Alignment	Vampire, Wis 11, Sense Motive skill
Sense Invisibility	Vampire, Wis 13, Sense Motive skill, Sense Alignment
True Seeing	Vampire, Wis 15, Sense Motive skill, Sense Alignment, Sense Invisibility
Shadowcaster	—
Shadow Servant	Ability to cast at least one spell of the shadow subschool
Unnatural Aura	Vampire, evil alignment, base attack bonus +1
Metamagic Feats	**Prerequisites**
Hedge Spells	Ability to prepare arcane spells
Sanguine Potion	Vampire, at least one of Empower Spell, Extend Spell, Heighten Spell, and Maximize Spell

Benefits: One of your natural weapon attacks has its base damage increased. If you have multiple attacks with the same natural weapons (such as two claw attacks), the damage for all those attacks is increased. The new damage is based on the weapon's original damage, as listed below.

Improved Natural Weapon

Original Damage	New Damage
—	1
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6, 2d3	1d8
1d8, 2d4, 1d10	2d6
1d12, 2d6	2d8
2d8, 1d20	2d12

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different natural attack.

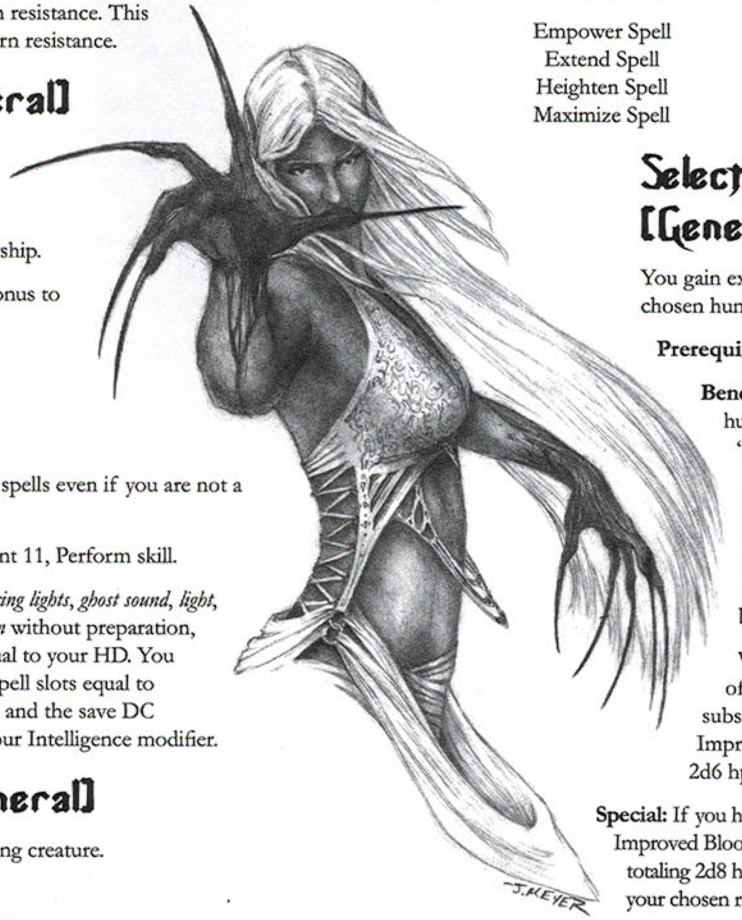
This feat originally appeared in *Bastards & Bloodlines: A Guidebook to Half-Breeds*.

Improved Turn Resistance [General]

You are less easily affected by turn and rebuke attempts.

Prerequisite: Turn resistance.

Benefit: You gain +4 turn resistance. This stacks with any existing turn resistance.



Infamy [General]

Word of your evil deeds has spread far and wide.

Prerequisites: Evil alignment, Cha 13, Leadership.

Benefit: You gain a +4 bonus to your Leadership score.

Legerdemain [General]

You can cast some 0-level spells even if you are not a spellcaster.

Prerequisites: Vampire, Int 11, Perform skill.

Benefit: You can cast *dancing lights*, *ghost sound*, *light*, *open/close*, and *prestidigitation* without preparation, as a sorcerer of a level equal to your HD. You gain a number of 0-level spell slots equal to your Intelligence modifier, and the save DC against these spells uses your Intelligence modifier.

Lifemask [General]

You can impersonate a living creature.

Prerequisite: Vampire.

Benefit: You gain the ability to eat, drink, and sweat like a normal living creature, and even appear to breathe. This feat applies a –4 circumstance penalty on Spot checks made to ascertain if you are a vampire (see Essential Nature in **Chapter One: The Vampire Scion**).

Normal: A vampire that consumes solid food or any fluid, other than blood or magic potions, must succeed at a Fortitude save (DC 20) or take 2d6 points of damage.

Special: You mimic the rhythmic movement of diaphragm and chest, but you do not actually breathe. This feat does not render you vulnerable to drowning, suffocation, or gaseous attacks.

Sanguine Potion [Metamagic]

You can add metamagic effects to a potion by mixing in your blood.

Prerequisites: Vampire, at least one of the following metamagic feats: Empower Spell, Extend Spell, Heighten Spell, and Maximize Spell.

Benefit: You can affect the spell contained in a potion with a selected metamagic feat by sacrificing some of your own blood as you drink it. This is a full-round action that provokes attacks of opportunity. You can add the following metamagic effects to a potion by sacrificing blood equal to the listed hit point total (you must have the metamagic feat in questions). This sacrifice is paid during the same round the potion is consumed.

Sanguine Potion

Effect Added	Hit Point Sacrifice
Empower Spell	2 x base spell level
Extend Spell	Base spell level
Heighten Spell	Heightened spell level
Maximize Spell	3 x base spell level

Selective Feeder [General]

You gain extra benefits when feeding from a chosen humanoid race.

Prerequisite: Vampire.

Benefit: Choose one subtype of the humanoid type. If you choose "human", you must select a subset of the human species with your GM's approval. Examples of subsets include: men, women, children, citizens of a particular city, members of a particular bloodline, and specified classes.

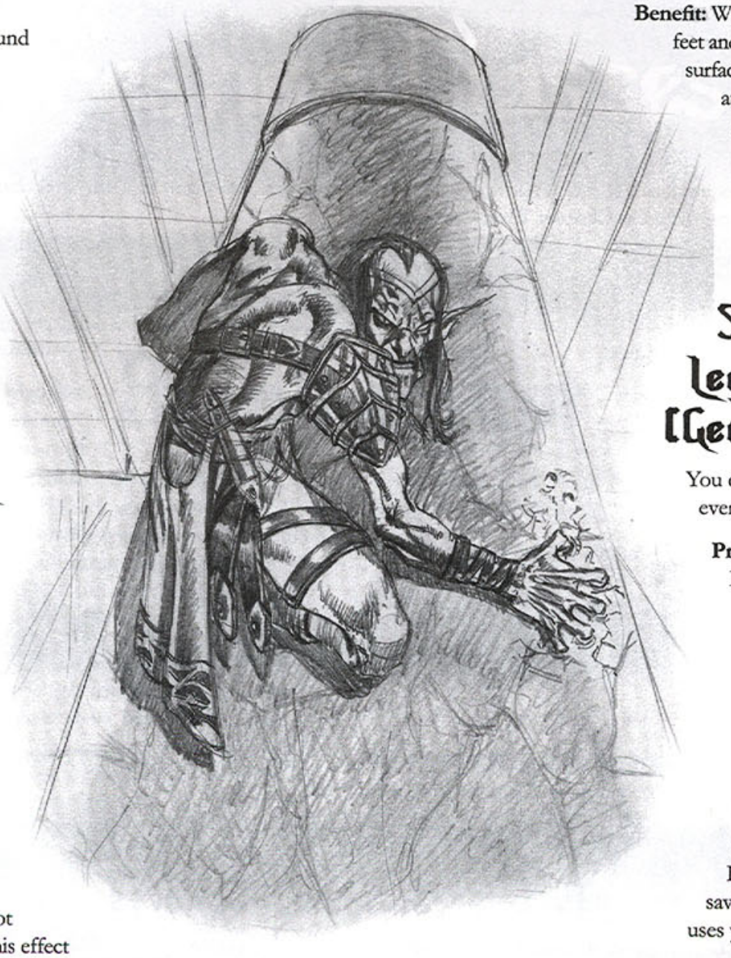
When you feed from a member of the chosen subtype or human subset, you gain the benefits of the Improved Blood Drain feat (transfer 2d6 hp per round).

Special: If you have both this feat and the Improved Blood Drain feat, you drain blood totaling 2d8 hp per round from a member of your chosen race.

Sense Alignment [General]

You can discern a creature's alignment by observing its distinctive aura.

Prerequisites: Vampire, Wis 11, Sense Motive skill.



Benefit: If you spend a full-round action to observe a creature within 30 feet, you can make a Sense Motive check (DC 15) to learn its alignment. A failed check reveals no information, or false information, at the GM's discretion.

Special: The *undetectable alignment* spell renders this ability useless, and you cannot tell that your attempt has been magically blocked.

Sense Invisibility [General]

You can sense invisible creatures by carefully studying your surroundings.

Prerequisites: Vampire, Wis 13, Sense Motive skill, Detect Alignment.

Benefit: If you spend a full-round action to observe your surroundings, you can detect invisible creatures within 30 feet. You can pinpoint the invisible creatures' location, and they do not benefit from full concealment. This effect otherwise is identical to the *see invisibility* spell.

Invisible creatures more than 30 feet away, or which move more than 30 feet away after being detected, cannot be located and have all the benefits of full concealment.

Shadowcaster [General]

Your spells are more effective at night but conversely less effective in daylight hours.

Benefit: Add +2 to the save DC for all spells you cast at night, and subtract –2 from the save DC for spells you cast during the day.

Shadow Servant [General]

You can separate your shadow from yourself and send it out to perform errands.

Prerequisite: Ability to cast at least one spell of the shadow subschool.

Benefit: Once per day, you can send out your shadow to do your bidding. Other than its appearance, the shadow servant functions exactly like the *unseen servant* spell, as cast by a sorcerer of a level equal to your HD.

Spider Climb [General]

You can climb walls like a spider.

Prerequisites: Vampire, Dex 15, Improved Natural Weapon.

Benefit: When climbing with your bare feet and hands, you can scale vertical surfaces and even traverse ceilings at up to half your base speed as an extraordinary ability. It otherwise functions like the *spider climb* spell. You can be pulled off a surface by a creature with a Strength score of at least 20 + your HD.

Supreme Legerdemain [General]

You can cast some 2nd-level spells even if you are not a spellcaster.

Prerequisites: Vampire, Int 15, Perform skill, Legerdemain, Improved Legerdemain.

Benefit: You can cast *locate object*, *magic mouth*, and *minor image* without preparation, as a sorcerer of a level equal to your HD. You gain a number of spell slots equal to your Intelligence modifier, and the save DC against these spells uses your Intelligence modifier.

True Seeing [General]

You can use *true seeing* once per day.

Prerequisites: Vampire, Wis 15, Sense Motive skill, Detect Alignment, Sense Invisibility.

Benefit: Once per day, you can use a full-round action to produce *true seeing* as a spell-like ability. This effect lasts for only 1 round but functions in all other respects as the divine version of *true seeing* cast by a cleric of a level equal to your HD.

Unnatural Aura [General]

Your presence spooks animals.

Prerequisites: Vampire, evil alignment, base attack bonus +1.

Benefit: You gain the unnatural aura special quality. This is a supernatural ability. Wild and domesticated animals can sense your unnatural presence at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

- Adjustments to Leadership -

At the GM's discretion, vampires and vampire scions (and other evil characters) with the Leadership feat may be able to attract a wider variety of followers and cohorts. Monster followers and cohorts have unusual powers and abilities that have the potential to complicate or unbalance a campaign. Even high effective character levels might not be enough to compensate, so GMs should carefully consider the consequences before allowing them in a campaign.

New Followers

These creatures are listed by equivalent follower level. For example, a troglodyte is equivalent to a 4th-level character. Those marked with an asterisk (*) are new creatures presented in **Chapter Five: Creatures.**

Table 3-2: Monster Followers

Creature	Follower Level	Creature	Follower Level	Creature	Follower Level
Goblin	1st	Gnoll	3rd	Troglodyte	4th
Kobold	1st	Skeleton, Large	3rd	Zombie, Large	4th
Orc	1st	Sluagh*	3rd	Demon, dretch	5th
Skeleton, Medium	1st	Bugbear	4th	Devil, lemure	5th
Gremlin*	2nd	Choker	4th	Ghoul	5th
Hobgoblin	2nd	Kuo-toa	4th	Skeleton, Huge	5th
Tiefling	2nd	Sahuagin	4th	Glaistig*	6th
Zombie, Medium	2nd			Ogre	6th

New Cohorts

These creatures are listed by effective character level (ECL). For example, a green hag is equivalent to a 14th-level character. Those marked with an asterisk (*) are new creatures presented in **Chapter Five: Creatures.**

Table 3-3: Special Cohorts

Creature	ECL	Creature	ECL	Creature	ECL	Creature	ECL
Goblin	1st	Ghast	7th	Nightmare	11th	Hag, green	14th
Kobold	1st	Salamander, flamebrother	7th	Redcap*	11th	Will-o'-wisp	14th
Orc	1st	Yeth hound	7th	Salamander, average	11th	Wyvern	14th
Gremlin*	2nd	Demon, quasit	8th	Troll	11th	Xill	14th
Hobgoblin	2nd	Hag, sea	8th	Vampire spawn	11th	Devil, hellcat	15th
Tiefling	2nd	Minotaur	8th	Allip	12th	Dragon, red, very young	15th
Gnoll	3rd	Shadow mastiff	8th	Barghest	12th	Ettin	15th
Sluagh*	3rd	Wight	8th	Cloaker	12th	Barghest, greater	16th
Bugbear	4th	Displacer beast	9th	Devil, barbazu	12th	Chimera	16th
Choker	4th	Dragon, white, very young	9th	Devil, osyluth	12th	Chuul	16th
Kuo-toa	4th	Ettercap	9th	Dragon, white, young	12th	Dragon, green, young	16th
Sahuagin	4th	Gargoyle	9th	Hag, annis	12th	Giant, hill	16th
Troglodyte	4th	Ogre mage	9th	Nuckelavee	12th	Dragon, black, juvenile	17th
Vargouille	4th	Winter wolf	9th	Sphinx, hieraco-	12th	Dragon, blue, young	17th
Demon, dretch	5th	Dragon, black, very young	10th	Devil, erinyes	13th	Dragon, white, juvenile	17th
Devil, lemure	5th	Harpy	10th	Dragon, black, young	13th	Giant, frost	18th
Ghoul	5th	Howler	10th	Dragon, blue, very young	13th	Vampire scion	2 + CL
Worg	5th	Manticore	10th	Dragon, green, very young	13th	Lich	4 + CL
Glaistig*	6th	Mummy	10th	Drider	13th	Ghost	5 +CL
Hell hound	6th	Rast	10th	Lamia	13th	Vampire	8 + CL
Ogre	6th	Shadow	10th	Devil, hamatula	14th		
Devil, imp	7th	Achaierai	11th	Devil, kyton	14th		

CL = Character Level

Chapter Four: Prestige Classes

Prestige classes are a way for the relatively weak vampire scion to attain some of the legendary power of the vampire, or to hone existing abilities to a keen edge. When taking levels in a prestige class, remember that a standard vampire or scion converts all class Hit Dice to d12s; if you use the "natural hunters" option (see **Chapter Two: The Way of Blood**), the class Hit Dice are unchanged. Spells, items, and feats marked with an asterisk (*) are new and presented elsewhere in this book.

- Black Abbot -

For some evil clerics, the transformation to undeath is only one more stepping stone on the path to power over life and death. These heinous creatures raise armies of underlings and devour their thralls with as little emotion and fanfare as a peasant picking an apple. They are called "black abbots" but can be of either sex, and though they are often confused with conventional necromancers and evil clerics, they are far more dangerous.

For most black abbots, vampirism is only incidental to their real interest: creating and controlling the undead. Many black abbots actually sought out their vampire progenitor and bargained for the blood gift, after learning of the power they could gain in unlife. Still others were granted vampirism by their dark gods, as a reward for years of service.

All too often, black abbots nurture insane ambitions of conquest. These megalomaniacs forge huge armies far from prying eyes, or create powerful servitors (such as mummies) in strategic locations throughout the world. Those with more sane plans may follow the explorer's path, hoping to further their understanding of life and death by investigating ancient tombs, burial mounds, and blasphemous artifacts.

Hit Die: d8.
Abbreviation: Abt.

Requirements

To qualify to become a black abbot, a character must fulfill all the following criteria.

Race: Vampire.
Alignment: Any evil.
Skills: Knowledge (arcana) 8 ranks.
Feats: Spell Focus (necromancy).
Special: Ability to rebuke undead.

Class Skills

The black abbot's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the black abbot prestige class.

Weapon and Armor Proficiency

Black abbots are proficient with all simple weapons, with all types of armor, and with shields.

Spells per Day

A black abbot continues training in magic. Thus, when a new black abbot level is gained, the character gains new spells known and spells per day as if he had also gained a level in a Wisdom-based spellcasting class (such as adept, cleric, or druid) he belonged to before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained (metamagic or item creation feats, and so on), although he does add black abbot levels to any cleric levels to determine his effective level for rebuking undead. This essentially means that he adds the level of black abbot to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Corpse Tongue [Su]

At 1st level, the black abbot gains the ability to *speak with dead* (as the spell) at will, as a standard action. Additionally, he gains a +2 competence bonus on all Charisma-based checks (including rebuke attempts) when interacting with intelligent undead creatures.

Greater Rebuke [Su]

Starting at 2nd level, the black abbot can devour commanded undead to bolster his own strength. Once per day, if his rebuke attempt

Table 4-1: The Black Abbot

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Corpse tongue	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Greater rebuke 1/day	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	*Animate dead* 1/day	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Greater rebuke 2/day	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	*Animate dead* 2/day	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Greater rebuke 3/day	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	*Create undead* 1/day	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Greater rebuke 4/day	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	*Create greater undead* 1/day	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Supreme rebuke	+1 level of existing spellcasting class

produces a result sufficient to command undead, he can choose instead to destroy the commanded creatures and gain some of their essence as temporary hit points. He must choose whether to command or destroy the undead immediately—he cannot destroy them on a later round.

The black abbot gains half the destroyed creatures' current hit points as temporary hit points. These temporary hit points *cannot* exceed his normal maximum. Any hit points gained in this manner persist for 1 minute per black abbot class level.

This ability can be used twice per day at 4th level, three times per day at 6th level, and 4 times per day at 8th level.

Animate Dead [Sp]

Beginning at 3rd level, the black abbot gains the ability to *animate dead* once per day, as the spell with a caster level equal to the sum of his cleric and black abbot levels. At 5th level he gains an additional use per day. Unlike the usual form of the spell, this ability does not require the sacrifice of a black onyx gem for each zombie or skeleton created.

Create Undead [Sp]

At 7th level, the black abbot gains the ability to *create undead* once per day, as the spell with a caster level equal to the sum of his cleric and black abbot levels. Unlike the usual form of the spell, this ability does not require the sacrifice of a black onyx gem per undead created.

Create Greater Undead [Sp]

At 9th level, the black abbot gains the ability to *create greater undead* once per day, as the spell with a caster level equal to the sum of his cleric and black abbot levels. Unlike the usual form of the spell, this ability does not require the sacrifice of a black onyx gem per undead created.

Supreme Rebuke [Su]

On reaching 10th level, the black abbot improves his greater rebuke ability. In addition to gaining temporary hit points from destroyed undead creatures, he also gains a temporary effective level for every 8 Hit Dice of creatures destroyed. Effective levels have a duration of 1 minute per black abbot class level (the duration is *not* improved by effective levels gained), and grant the following benefits:

- +1 bonus on all skill and ability checks;
- +1 bonus on attacks;
- +1 bonus on saving throws;
- +1 to the save DC against the black abbot's spells; and
- 1 additional spell slot at the black abbot's highest level, and a +1 bonus on level checks made by the black abbot.

Sample Black Abbot

Bar Lucan is the second-eldest son of the dwarf king Morl Lucan. He grew up in the deep mountain kingdom of his father, in the shadow of his brother the crown prince. Despite Bar's superior leadership abilities, bravery, and piety, the rules were clear: He could never ascend to the throne. His heart turned first to sadness, and then to bitterness, and at last to an abiding hatred for the laws and customs of the civilized world. He pursued his studies with redoubled energy, but his faith had fallen into shadow.

When in the depths of his despair a dark stranger came to him with the promise of a kingdom, Bar took it without a second thought. In the years since he has learned to follow a new master, the Beast (see Chapter 6: The Gods and Their Servants), and has carved out his own realm of night deep below the earth, with zombies and skeletons as subjects and wraiths as loyal advisors.

Bar Lucan

Male vampire scion (mountain dwarf) Clr5/Abt5; CR 11; Medium undead; HD 10d12; hp 71; Init +0; Spd 15 ft.; AC 26 (touch 12, flat-footed 26); Atk +10 melee (1d8+4, _+2 morningstar_) or +7 melee (1d6+2, claw) or +6 ranged (1d8/19–20, masterwork light crossbow); SA _Animate dead_ 2/day, blood drain 2d4/round, create spawn, greater rebuke 2/day, rebuke undead 9/day; SQ Corpse tongue, darkvision 60 ft., dwarf traits, the Thirst, +4 turn resistance, undead, vampire weaknesses and vulnerabilities; AL CE; SV Fort +5, Ref +3, Will +11; Str 14, Dex 10, Con —, Int 14, Wis 18, Cha 14. ECL: 12.

Skills and Feats: Concentration +9, Knowledge (arcana) +15, Knowledge (religion) +15, Spellcraft +15; Extra Turning, Shadowcaster*, Silent Spell, Spell Focus (necromancy).

Spells Prepared (6/6/6/5/5/3; save DC 14 + spell level): 0—_guidance_ (3), _resistance_ (3); 1st—_cause fear_*† (2), _curse water_ (2), _divine favor_, _doom;_ 2nd—_bull's strength_, _death knell_*† (3), _hold person_, _silence;_ 3rd—_animate dead_ *† (2), _contagion_†, _dispel magic_, _speak with dead;_ 4th—_death ward_*, _divine power_, _lesser planar ally_, _poison_†, _spell immunity;_ 5th—_circle of doom_†, _slay living_*† (2). *Domain spell. _Deity:_ The Beast. _Domains:_ Death, Evil. †Spell Focus (necromancy), save DC +2.

Possessions: _+2 full plate_, _+1 large steel shield_, _+2 morningstar_, masterwork light crossbow, 10 bolts, _ring of protection +2_, _amulet of natural armor +1_.

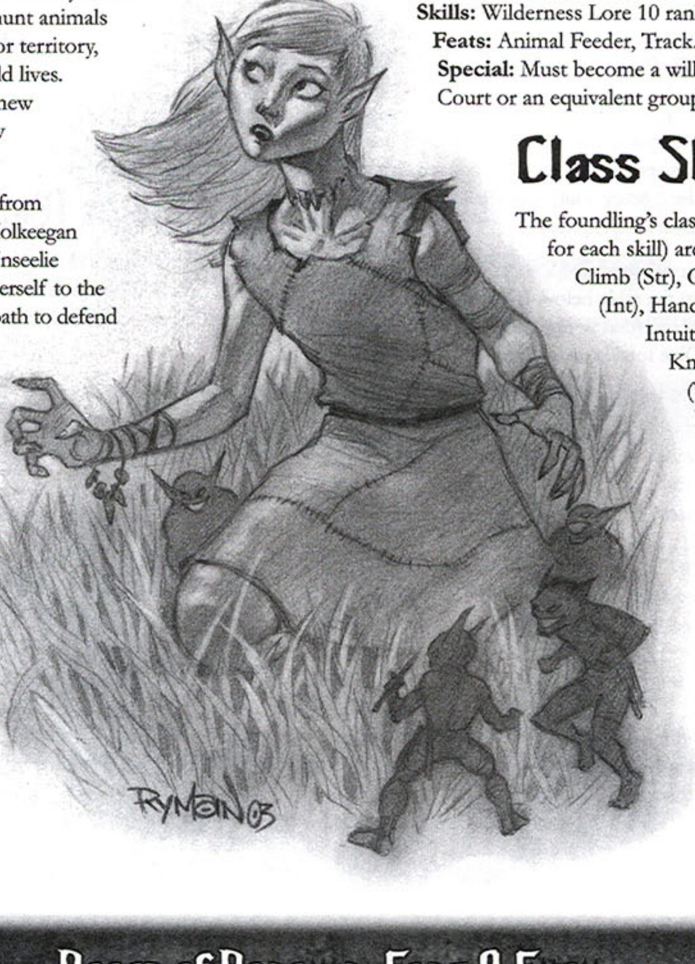
- Foundling -

When an elf community is founded near the briarwoods of the Unseelie Court, Molkeegan, the demon queen of dark fey (see Chapter 6: The Gods and their Servants) sometimes chooses an elf youth to serve her in undeath. These individuals are transformed into vampires by Molkeegan's agents and spirited away to the deep woods when their change begins, often just before they are slain or exiled by their home village.

These elf scions grow up wild in the shadowy thickets and ravines of the deep woods, where they revert to a more primal existence. They hunt animals and beasts, fight other predators for territory, and in time come to forget their old lives. Young elves are quick to adapt to new circumstances, and after only a few years they are entirely feral.

When her charge is completely free from the laws and limits of civilization, Molkeegan invites the young foundling to the Unseelie Court. Here the child must pledge herself to the demon queen forever, swearing an oath to defend the sanctity of her Court. In return she is welcomed into her adoptive family, gifted with a dark fey companion, and granted the first abilities of her new class.

These lonely children are pathetically eager to belong to something, even such a horrid organization, and with the queen's gifts of attention and power they are fiercely loyal. Only over time do they discover that there is a price for her love.



Hit Die: d8.
Abbreviation: Fnd.

Requirements

To qualify to become a foundling, a character must fulfill all the following criteria.

Race: Vampire.
Original Race: Elf.
Alignment: Any nonlawful.
Skills: Wilderness Lore 10 ranks.
Feats: Animal Feeder, Track.
Special: Must become a willing agent of the Unseelie Court or an equivalent group in your campaign world.

Class Skills

The foundling's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Control Shape (Wis), Craft (Int), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the foundling prestige class.

Table 4-2: The Foundling

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Animal senses, unseelie companion
2nd	+1	+0	+3	+3	*Wild shape* (dire rat)
3rd	+2	+1	+3	+3	Animal tongue
4th	+3	+1	+4	+4	*Wild shape* (wolf)
5th	+3	+1	+4	+4	Animal claws
6th	+4	+2	+5	+5	*Wild shape* (bat)
7th	+5	+2	+5	+5	*Find the path* 1/day
8th	+6	+2	+6	+6	*Wild shape* (dire bat)
9th	+6	+3	+6	+6	*Antipathy/sympathy* 1/day
10th	+7	+3	+7	+7	*Wild shape* (dire wolf)

Weapon and Armor Proficiency

Foundlings are proficient with all simple weapons, but not with armor or shields.

Animal Senses [Ex]

At 1st level, the foundling acquires the keen senses of a born predator. She gains the scent special quality and receives a +2 enhancement bonus on Spot and Listen checks.

Unseelie Companion

When she is accepted into the Court, the foundling also gains an unseelie companion (see the Unseelie entry in **Chapter Five: Creatures** for more information about these dark fey). This creature is her ally and protector, and willingly obeys her commands. It is not her slave, however, and flatly refuses to obey any orders that violate the instructions or interests of the demon queen. If the foundling takes actions that are treasonous or insane, her companion abandons her by the quickest route available to it and reports back to the court of its master's improprieties.

More powerful unseelie companions are available to the foundling as she advances in level, as shown in the table below. If the foundling wishes to retain the same companion (that is, not "trade up"), the GM may increase the creature's Hit Dice total instead, even if this advances it beyond the normal limits.

If this companion is permanently killed or incapacitated, the foundling must wait until the night of the next full moon before petitioning the Unseelie Court for a new one. Molkeegan demands a sacrifice of 100 gp of precious stones per foundling level for replacing a dead or lost companion.

Unseelie Companion

Foundling Level	Unseelie Companion	Hit Dice
1	Gremlin	1/4
2	Gremlin	1
3	Gremlin	2
4	Sluagh	3
5	Sluagh	4
6	Sluagh	5
7	Redcap	7
8	Redcap	8
9	Redcap	9
10	Nuckelavee	10

Wild Shape [Sp]

Beginning at 2nd level, the foundling learns to transform into various animal forms through the exercise of unseelie magic. This ability is similar to *polymorph self*, but the foundling may adopt only a limited number of forms, of which she may take only one form per use of the ability, and she does not incur the standard penalty for being disoriented. As with the spell, the foundling regains hit points upon transformation as if she had rested for a day. The foundling may use this ability a number of times per day equal to half her class level (rounded down). Each transformation lasts a number of hours equal to the foundling's level.

At 2nd level the foundling gains the ability to change into a dire rat, at 4th level into a wolf, at 6th level into a bat, at 8th level into a dire bat, and at 10th level into a dire wolf.

Animal Tongue [Su]

On reaching 3rd level, the foundling gains the ability to *speak with animals* three times per day as the spell, requiring a standard action that provokes an attack of opportunity. This ability has a duration in rounds equal to the foundling's class level. In addition, she gains a +2 insight bonus on Animal Empathy and Handle Animal checks.

Animal Claws [Ex]

At 5th level a foundling's claws grow in size and strength, giving her Improved Natural Weapon as a bonus feat, and also granting a +4 circumstance bonus on Climb checks.

Find the Path [Sp]

Beginning at 7th level, the foundling can *find the path* once per day as the spell, with a duration of 10 minutes per foundling class level.

Antipathy/Sympathy [Sp]

At 9th level the foundling can create *antipathy* or *sympathy* once per day as the spell. Foundlings typically use this ability to draw prey from a nearby town, or to protect their lairs while they sleep during the day. Both effects have a duration of 2 hours per foundling class level.

Sample Foundling

Some remote wild elf tribes make offerings to Molkeegan in the form of infants that are left to her mercies in the deep brambles of the forest. Figrik is one of these gift-children, now 150 years old and raised without any knowledge of her elven heritage or of the world outside the faerie queen's demesnes. She believes that she is the only creature like herself in the world, and she speaks only Fey and the language of the forest animals. Molkeegan plans to introduce her to her tribe at some future date, in an effort to shatter her mind and bring Figrik's alignment closer to her own.

Figrik the Only

Female vampire scion (wild elf) Rgr7/Fnd2; CR 10; Medium undead; HD 9d12; hp 64; Init +2; Spd 30 ft.; AC 18 (touch 13, flat-footed 16); Atk +9/+9 melee (1d6+4, 2 claws) or +14/+9 ranged (1d8+3/x3, *+2 composite longbow* with *sleep arrow*); SA Blood drain 2d4/round, create spawn, favored enemies (fey +2, animals +1); SQ Animal senses, darkvision 60 ft, elf traits, scent, the Thirst, +4 turn resistance, undead, unseelie companion (gremlin), vampire weaknesses and vulnerabilities, *wild shape* (dire rat); AL CN; SV Fort +5, Ref +7, Will +8; Str 17, Dex 15, Con —, Int 12, Wis 16, Cha 12. ECL: 11.

Skills and Feats: Hide +22, Listen +19, Search +15, Spot +19, Wilderness Lore +15; Alertness, Animal Feeder*, Gaseous Form*, Track, Weapon Focus (composite longbow).

Spells Prepared (2; save DC 13 + spell level): 1st—*entangle, speak with animals.*

Possessions: *elven chain, +2 composite longbow,* 10 *sleep arrows, ring of protection +1, cloak of elvenkind.*

Windy Pete

Unseelie Companion—gremlin; CR 1/2; Fine fey; HD 1d6–4; hp 1; Init +7; Spd 10 ft., climb 10 ft.; AC 25 (touch 25, flat-footed 22); Atk +4 melee (1d2–4/x3, Fine warhammer) or +11 ranged (1, Fine javelin); SQ Haste, low-light vision; AL CE; SV Fort –4, Ref +5, Will +4; Str 2, Dex 16, Con 2, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +7, Disable Device +13, Escape Artist +10, Hide +26, Listen +5, Move Silently +10, Open Lock +12, Pick Pocket +6, Spot +5, Use Rope +6; Improved Initiative.

Possessions: Hammer (Fine warhammer), 3 chisels (Fine javelins), masterwork thieves' tools.

- Masqued Player -

There are theatrical roles even the most decadent and effete actors shudder to contemplate. The murderer, the blasphemer, the tempter of children—these horrific parts are rarely played out on stage in civilized lands. To some, though, they are morsels of experience to be sought out and consumed to truly understand life.

Masqued players represent the most depraved members of the artistic class, their performing careers made eternal through the gift of undeath. Loosed from mundane morality by transformation into vampires, they indulge their darkest impulses to the fullest. These amoral creatures carry on a tradition of deeply cynical drama, twisting the unspoken rules of social interaction and the stylized laws of narrative to create horrific and original visions of torment. Masqued players exist for entertainment and seek out the innocent, the humble, and the poor of spirit to cast in obscene capers for their own amusement.

The source of the masqued player's mystic abilities is unlike that of conventional spellcasters. It does not spring from the same wells as divine or arcane magic, but comes from the fabric of society itself, depending on the traditions of storytelling for its strength. For this reason, most masqued players seek out major cities where drama is an ancient and entrenched institution, and where the privileged classes may overlook—or even celebrate—their bizarre tastes.

Hit Die: d6.
Abbreviation: Msq

Requirements

To qualify to become a masqued player, a character must fulfill all the following criteria.

Table 4–3: The Masqued Player

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Masque, stage weapon
2nd	+1	+0	+3	+3	Pantomime
3rd	+2	+1	+3	+3	Spectacle
4th	+3	+1	+4	+4	Charade (farce)
5th	+3	+1	+4	+4	Stagecraft
6th	+4	+2	+5	+5	Bit part
7th	+5	+2	+5	+5	Charade (comedy)
8th	+6	+2	+6	+6	Charade (tragedy)
9th	+6	+3	+6	+6	Charade (history)
10th	+7	+3	+7	+7	Deus ex machina

Race: Vampire.
Alignment: Chaotic evil or chaotic neutral.
Skills: Disguise 5 ranks, Innuendo 5 ranks, Perform 8 ranks (must include at least two of the dramatic arts, such as buffoonery, comedy, drama, and mime).

Class Skills

The masqued player's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Perform (Cha), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).

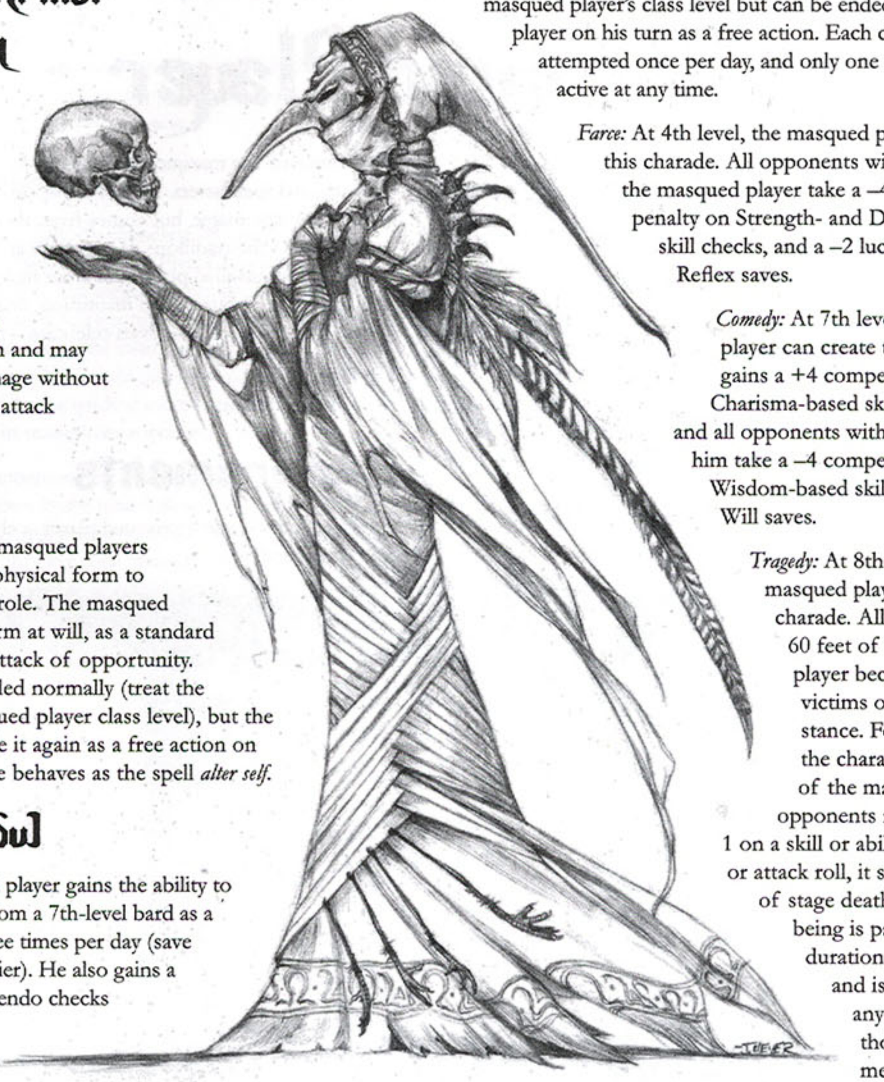
Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the masqued player prestige class.

Weapon and Armor Proficiency

Masqued players are proficient with all simple weapons and with light armor but not shields. Additionally, the masqued player may choose any one martial weapon as his "stage weapon." He gains proficiency in this weapon and may use it to deal subdual damage without incurring the standard –4 attack penalty.



Masque [Su]

As masters of the stage, masqued players first learn to adapt their physical form to suit the demands of any role. The masqued player may change his form at will, as a standard action that provokes an attack of opportunity. This effect may be dispelled normally (treat the caster level as 10 + masqued player class level), but the masqued player can create it again as a free action on his next turn. It otherwise behaves as the spell *alter self*.

Pantomime [Su]

At 2nd level, the masqued player gains the ability to create *silence* as the spell from a 7th-level bard as a standard action, up to three times per day (save DC 12 + Charisma modifier). He also gains a +4 insight bonus on Innuendo checks to transmit (but not intercept) a secret message.

Spectacle [Su]

On reaching 3rd level, the masqued player gains the ability to produce *major image* as the spell cast by a 9th-level bard as a standard action, up to three times per day (save DC 13 + Charisma modifier). He also gains a +4 insight bonus on Will saves made to disbelieve figments.

Charade [Su]

At 4th level the masqued player learns his first charade: the ability to warp reality and force those around him into stylized behavior, based on different genres of drama and narrative. Charades are mind-affecting compulsion effects and therefore do not affect constructs, plants, vermin, or other undead. A creature resisting the charade must attempt a Will save, substituting its Charisma modifier for its Wisdom modifier. The save DC is 10 + masqued player level + masqued player's Charisma modifier.

The masqued player can trigger a charade as a full-round action that provokes an attack of opportunity. A charade cannot be interrupted during "casting," but the effect ends with the death of the masqued player. All charades last a number of minutes equal to the masqued player's class level but can be ended by the masqued player on his turn as a free action. Each charade can be attempted once per day, and only one charade may be active at any time.

Farce: At 4th level, the masqued player can create this charade. All opponents within 30 feet of the masqued player take a –4 competence penalty on Strength- and Dexterity-based skill checks, and a –2 luck penalty on Reflex saves.

Comedy: At 7th level, the masqued player can create this charade. He gains a +4 competence bonus on Charisma-based skills and checks, and all opponents within 30 feet of him take a –4 competence penalty on Wisdom-based skill checks, and on Will saves.

Tragedy: At 8th level, the masqued player can create this charade. All opponents within 60 feet of the masqued player become potential victims of tragic circumstance. For the duration of the charade, any time one of the masqued player's opponents rolls a natural 1 on a skill or ability check, save, or attack roll, it suffers a form of stage death. The unlucky being is paralyzed for the duration of the charade and is unable to take any physical action, though purely mental actions (such as casting a spell with no components) may still be performed.

History: At 9th level, the masqued player can create this charade. All opponents within 30 feet of the masqued player are afflicted by a potent effect similar to the *modify memory* spell. All events that occur during the duration of the charade may be erased from memory or modified at the masqued player's slightest whim. The actual modification of memories (and the chance for a Will save) occurs on the final round of the charade.

Stagecraft [Su]

On reaching 5th level, the masqued player gains the ability to produce either *hallucinatory terrain* or *illusory wall* as the spell cast by an 11th-level bard as a standard action, once per day (save DC 14 + Charisma modifier).

Bit Part [Su]

This potent ability curses the target with the weakness and frailty of a bit player in a larger drama. It functions like *bestow curse* heightened to a 6th-level spell and cast by a 17th-level bard (save DC 16 + Charisma modifier). The victim takes a –8 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks. This effect cannot be dispelled, but it can be removed with a *limited wish*, *miracle*, or *wish* spell, or with the death of the masqued player. Bit part is useable once per day.

Deus Ex Machina [Su]

At 10th level, the masqued player masters one of the oldest plot devices in drama: the last-minute rescue. Once per week, when the masqued player is reduced to less than 25% of his maximum hit points, or is incapacitated or trapped, he may trigger this ability as a free action. He may choose any one of the following effects.

- Be restored to full hit points, with all harmful effects dispelled.
- *Teleport without error* to any location of his choosing.
- Gain the benefits of *stoneskin* and *transformation*.

These effects all behave as if bestowed by *wish* from a 20th-level caster.

Sample Masqued Player

Jurim Llor is a theatrical savant, capable of great feats of dramaturgical improvisation but unable to count to ten without lapsing into echolalia or manic laughter. He has been driven away from every reputable drama company in the known lands, and was finally chased from the last country theater he could find when the locals caught him teaching schoolchildren to reenact a recent murder in the area. With no theater company to call his own, Jurim spent his last funds on three covered wagons, which gaudily announce Jurim Llor's Traveling Theatrical Bonanza of Perfidy.

Today he travels from town to town putting on his own brand of entertainment: a macabre blend of old classics, improvisation, and frenzied violence when the lights go out in the third act. Together with his troupe, a collection of hardened criminals and bandits, Jurim is well on his way to a historical record for mass murder.

Jurim Llor

Male vampire scion (gnome) Brd7/Msq2; CR 10; Small undead; HD 9d12; hp 65; Init +2; Spd 20 ft.; AC 18 (touch 13, flat-footed 16); Atk +7 melee (1d8/19–20 subdual, stage longsword) or +7 melee (1d4, claw) or +10 ranged touch (entangle, *+1 distance net*); SA Blood drain 2d4/round, create spawn; SQ Bardic knowledge (+9), bardic music (countersong, fascinate, inspire competence, inspire courage, *suggestion*), darkvision 60 ft., gnome traits, masque, pantomime, the Thirst, +4 turn resistance, undead qualities, vampire weaknesses and vulnerabilities; AL CE; SV Fort +2, Ref +10, Will +9; Str 10, Dex 14, Con —, Int 15, Wis 12, Cha 19. ECL: 11.

Skills and Feats: Alchemy +4, Bluff +16, Diplomacy +12, Disguise +16, Hide +17, Innuendo +10, Intimidate +6, Listen +3, Perform +16 (buffoonery, carnival geek, comedy, dance, drama, epic, flute, limericks, mandolin, mime, ode, stage combat, storytelling), Sense Motive +13; Combat Casting, Exotic Weapon Proficiency (net), Forgettable*, Spell Focus (enchantment).

Spells Known (3/4/3/1): 0—*dancing lights, daze, detect magic, ghost sound, mage hand, read magic*; 1st—*charm person, cure light wounds, hypnotism, sleep*; 2nd—*enthrall, hideous laughter, hold person, suggestion;* 3rd—*dispel magic, emotion.*

Possessions: *+1 glamered chain shirt, +1 distance net,* stage longsword, *wand of minor image.*

- Nighthawk -

Legends tell of vampires who appear and disappear as if by magic, scaling sheer cliffs and leaping impossible chasms in pursuit of their prey, then vanishing as suddenly as they first appeared. The nighthawk is this legend made real: a vampire with unparalleled stealth and speed, able to cast spells that enhance her already formidable abilities.

Nighthawks are an elite force within vampire ranks. Their skills are rare and highly prized, and many enjoy great wealth in return for their allegiance to one or another of the vampire nobles. Others turn to the outlaw life, using their great speed to rove far and wide across the countryside in search of blood and plunder. Those with an ironic bent feed exclusively on aristocrats, relishing the challenge of taking their prey from behind walls and locked gates.

As a group, nighthawks are secretive to a fault. They seldom share their nocturnal highways and shortcuts with anyone, and many jealously guard collections of maps and travelogues to their favorite hunting grounds. Not a few talented surveyors and cartographers have been employed secretly by a nighthawk eager to learn the exact borders of his territory.

Hit Die: d6.
Abbreviation: Nhk.

Requirements

To qualify to become a nighthawk, a character must fulfill all the following criteria.

Lightfoot Speeds

	Base Speed				
One Hour (Overland) Speed	**30 feet**	**40 feet**	**50 feet**	**60 feet**	**70 feet**
Walk	3 miles	4 miles	5 miles	6 miles	7 miles
Hustle	6 miles	8 miles	10 miles	12 miles	14 miles
Run	9 miles	12 miles	15 miles	18 miles	21 miles

Race: Vampire.
Skills: Hide 8 ranks, Move Silently 8 ranks.
Feats: Improved Initiative, Run.
Special: Natural base speed of at least 30 feet.

Class Skills

The nighthawk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the nighthawk.

Weapon and Armor Proficiency

Nighthawks are proficient with all simple weapons and with light armor but not shields.

Spells per Day

Beginning at 1st level, nighthawks gain the ability to cast a small number of arcane spells. To cast a spell, the nighthawk must have an Intelligence score of at least 10 + the spell's level. Nighthawk bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + nighthawk's Intelligence modifier. Nighthawks prepare their spells as wizards do, but they have access to all spells at each level, like a cleric.

Lightfoot [Ex]

At 1st level, the neophyte nighthawk learns to drive her vampiric frame to new extremes of speed. Her base land speed increases by 10 feet, and she is able to run for hours without rest (since undead do not suffer from exhaustion). This increase in speed stacks with that granted by levels in the barbarian and monk classes. Her overland run speed can be found on the **Lightfoot Speeds** chart above.

At 4th level and then again at 7th level, the nighthawk's base land speed increases by an additional 10 feet.

No Step [Ex]

With her 2nd level, the nighthawk's footsteps are almost completely weightless. She gains a +4 circumstance bonus on Move Silently checks, and enjoys the benefits of total concealment (50% miss chance) against creatures that depend on tremorsense to perceive the world.

Skill Bonus [Ex]

At 3rd, 6th, 8th, and 10th level the nighthawk gains increasing mastery of certain skills related to movement and stealth. She gains a cumulative +1 competence bonus on Climb, Hide, Jump, and Listen checks.

Table 4-4: The Nighthawk

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Lightfoot +10 ft.	0	—	—	—
2nd	+1	+0	+3	+0	No step	1	—	—	—
3rd	+2	+1	+3	+1	Skill bonus +1	1	0	—	—
4th	+3	+1	+4	+1	Lightfoot +20 ft.	1	1	—	—
5th	+3	+1	+4	+1	Greater initiative	1	1	0	—
6th	+4	+2	+5	+2	Skill bonus +2	1	1	1	—
7th	+5	+2	+5	+2	Lightfoot +30 ft.	2	1	1	0
8th	+6	+2	+6	+2	Skill bonus +3	2	1	1	1
9th	+6	+3	+6	+3	No scent	2	2	1	1
10th	+7	+3	+7	+3	Skill bonus +4	2	2	2	1

Greater Initiative [Ex]

At 5th level the nighthawk gains an additional +4 bonus to her initiative. This bonus stacks with the bonus granted by the Improved Initiative feat.

No Scent [Ex]

At 9th level, the nighthawk gains a subtle mastery over her body, becoming as sterile and odorless as a surgeon's instruments. She cannot be detected by scent, and she can even break down odors applied to her skin (such as skunk musk or garbage). Removing an odor is a standard action that provokes an attack of opportunity.

Nighthawk Spell List

Nighthawks choose their spells from the following list.

1st level—*animate rope, expeditious retreat, feather fall, jump, obscuring mist, sleep, spider climb, ventriloquism.*

2nd level—*blindness/deafness, cat's grace, darkness, invisibility, knock, silence, whispering wind.*

3rd level—*displacement, gaseous form, haste, nondetection, phantom steed.*

4th level—*arcane eye, improved invisibility, locate creature, solid fog.*

Sample Nighthawk

Kald is a troglodyte runner, a scout sent out far across the sleeping world to locate prey and loot for his tribe. He belongs to a tiny fraternity of nighthawks whose numbers are kept deliberately small by chieftains wary of their powers. Each runner can pass on his craft to one apprentice during his life, and competition among young warriors and rogues for these spots is fierce.

Kald is apprenticed to an elder runner called Rekt, but he is too ambitious to tolerate a subordinate position for long. He is actively searching for an edge over the old troglodyte, whether it be a special magic item or the help of an adventuring party.

Kald "the Serpent"

Male vampire scion (troglodyte) Rog3/Nhk2; CR 7; Medium undead; HD 7d12; hp 51; Init +4; Spd 40 ft.; AC 19 (touch 10, flat-footed 19); Atk +6 (1d6+2, 2 claws), +4 melee (1d6+1, bite) or +7 melee (1d6+2/19–20, masterwork short sword), or +5 ranged (1d6/x3, masterwork shortbow); SA Blood drain 2d4/round, create spawn, sneak attack +2d6, stench; SQ Darkvision 90 ft., evasion, the Thirst, traps, +4 turn resistance, uncanny dodge, undead, vampire weaknesses and vulnerabilities; AL CE; SV Fort +4, Ref +7, Will +2; Str 14, Dex 11, Con —, Int 11, Wis 12, Cha 14. ECL: 11.

Skills and Feats: Climb +16, Escape Artist +7, Hide +20 (+24 rocks or underground), Jump +10, Listen +9, Move Silently +10, Spot +7; Improved Initiative, Multiattack, Run, Skill Focus (Jump).

Stench (Ex): All creatures within 30 feet must make a successful Fortitude save (DC 13) or take 1d6 points of temporary Strength damage for 10 rounds.

Spells Prepared (1; save DC 10 + spell level): 1st—*expeditious retreat.*

Possessions: *+1 shadow leather*, masterwork shortbow, 20 arrows, masterwork short sword, *ring of climbing, ring of feather falling.*

- Rag Man -

Most people see these pathetic creatures as nothing more than mad old beggars. Their shapeless forms resemble bundles of broken sticks, and their demented eyes and wild ravings are enough to keep any right-thinking person away. Village idiots are known in most lands, and the rag man's appearance and disorganized speech lets him fit nicely into this niche.

Rag men (or rag women) usually live right out in the open, sleeping in temporary shelters during the day and weaving through the streets and alleys at night, babbling their insane litany. The only notice most receive is from the constabulary, who are usually content to hurry the "harmless pauper" on his way.

The truth is far more sinister. Rag men are the undead remnants of suicides, now condemned to walk the earth suffering and spreading insanity for eternity. They pick their victims at random, and are as likely to seek out a commoner as a king. Despite their disjointed speech and mannerisms, rag men retain their full mental faculties and make unpredictable and dangerous opponents.

Hit Die: d12.
Abbreviation: Rmn.

Requirements

To qualify to become a rag man, a character must fulfill all the following criteria.

Race: Vampire.
Base Attack Bonus: +5.
Special: Must have become a vampire by committing suicide (see Alternate Means of Becoming a Vampire in **Chapter One: The Vampire Scion**).

Class Skills

The rag man's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Profession (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the rag man prestige class.

Weapon and Armor Proficiency

Rag men gain no proficiency in any weapon or armor.

Unburied [Ex]

Rag men became vampires as the result of suicide and as a rule never received a proper burial. Instead their bodies lay broken in alleys or hung unclaimed in rented rooms while they underwent their change to undeath. As a result they have no "home" to which they must return every morning, instead sleeping under any cover close at hand. In game terms, a rag man does not possess the usual vampire weakness requiring him to sleep in his coffin or grave.

Touch [Su]

Beginning at 1st level, the rag man gains the ability to make special melee touch attacks to deliver supernatural effects. The save DC to resist these effects is 10 + rag man level + rag man's Charisma modifier. The rag man can deliver each attack available to him once per day.

Manic Touch: This ability delivers a two-part effect. First, the target is subjected to *hideous laughter* as the spell. Second, it is afflicted with insomnia for 1d3 days. During this time that creature gets no more than an hour or two of sleep at night, and suffers from the effects of fatigue (–2 effective penalty to Strength and Dexterity, can't charge or run). Creatures that do not sleep or dream (such as elves, but not half-elves) are immune to this effect. This second effect can be reversed with *cure disease*, *remove curse*, or *heal*. A successful Will save negates these effects.

Melancholic Touch: At 3rd level, with a successful melee touch attack, the rag man inflicts *emotion (despair)* on the opponent. That

Table 4–5: The Rag Man

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Unburied, manic touch
2nd	+1	+3	+0	+0	Wisdom damage 1/day
3rd	+1	+3	+1	+1	Melancholic touch
4th	+2	+4	+1	+1	Wisdom damage 2/day
5th	+2	+4	+1	+1	Delirious touch
6th	+3	+5	+2	+2	Wisdom damage 3/day
7th	+3	+5	+2	+2	Lunatic touch
8th	+4	+6	+2	+2	Wisdom damage 4/day
9th	+4	+6	+3	+3	Mad scribbles
10th	+5	+7	+3	+3	Psychotic touch

creature must succeed at a Will save or take a –2 morale penalty on attack and damage rolls, saving throws, ability checks, and skill checks.

Delirious Touch: At 5th level, a rag man can deliver this two-part effect. The opponent must succeed at a Will save or be assaulted with *confusion*, and also suffers a *bestow curse* effect that imposes a –6 effective decrease to his Wisdom score.

Lunatic Touch: At 7th level, the rag man can target any living creature for dream visitations by succeeding at a melee touch attack. Although this attack deals no damage, the target must succeed at a Will save or take a –4 penalty on its save against a special *nightmare* attack that the rag man can attempt at any time until the next full moon. Creatures that do not sleep or dream (such as elves) are immune to this effect. If the target succeeds at its save against the lunatic touch, the rag man cannot even attempt to visit that creature with a *nightmare.*

Psychotic Touch: On reaching 10th level, the rag man gains a potent two-part touch attack. The opponent must succeed at a Will save or take 2d6 points of temporary Wisdom damage and be afflicted by an extended *irresistible dance* effect that has a duration of 2d4+2 rounds.

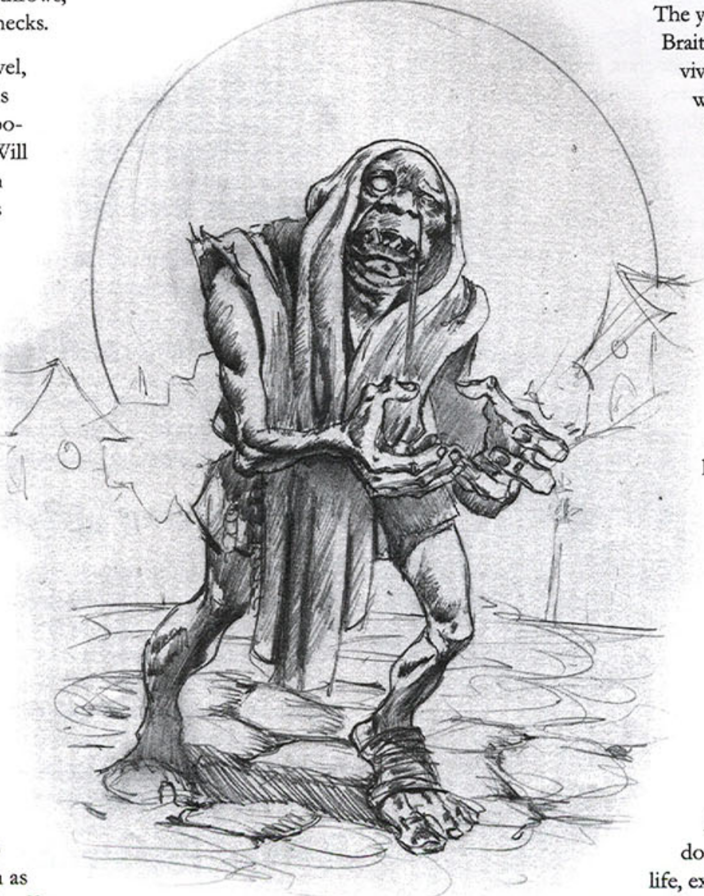
Wisdom Damage [Su]

Beginning at 2nd level, a rag man can deal Wisdom damage once per day with a successful melee touch attack. The opponent must succeed at a Will save or take 1d4 points of temporary Wisdom damage.

The rag man can use this ability one additional time per day at 4th, 6th, and 8th level.

Mad Scribbles [Su]

At 9th level the rag man can channel deep inner resources of his insanity to craft a document of pure madness once per day. This special ability functions like the *symbol (insanity)* spell, and must be carefully engraved on a surface just as described in the spell description.



Sample Rag Man

The youngest daughter of the Braithwaite family, Katya was a vivacious student of medicine well-known for giving free medical help to the poor. This bright and lovely girl fell in love with her mentor, the dashing professor Riggs, who taught anatomy at the medical school. Within months their flirtation became a raging love affair, which ended abruptly when the professor's wife discovered their liaisons. Riggs renounced Katya to save his position and even accused her of seducing him with witchcraft. She was dismissed from school in total disgrace just weeks before graduation. Devastated, she leaped from her balcony to the hard flagstones below and died instantly.

The intense emotional charge of this time, and the stress of her subsequent rebirth as a vampire scion, has combined to place Katya in a kind of fugue state. She does not remember her previous life, except that she was a healer and her name was "Katya B." Since digging herself out of her pauper's grave, Katya has taken to wandering the beggar's quarter at night, offering aid to the sick and sometimes slipping into a strange reverie of the Thirst. At these times, she feeds on those she wants to help and then forgets her own actions minutes later.

Katya has no idea that she is undead, and her obstinate insistence on her own life causes her simply to ignore most turn and rebuke attempts. Even her body still follows its old patterns of life: heartbeat, respiration, and even tears of sorrow.

Katya Braithwaite

Female vampire scion (halfling) Exp7/Rmn4; CR 11; Small undead; HD 11d12; hp 90; Init +3; Spd 20 ft.; AC 14 (touch 14, flat-footed 11); Atk +9 melee (1d4+1, claw) or +10 melee (1d4+2/19–20, *dagger of venom*); SA Blood drain 2d4/round, create spawn, manic touch, melancholic touch, Wisdom drain 2/day; SQ Darkvision 60 ft., halfling traits, +8 turn resistance, unburied, undead, vampire weaknesses and vulnerabilities; AL N; SV Fort +7, Ref +7, Will +9; Str 12, Dex 16, Con —, Int 16, Wis 15, Cha 15. ECL: 13.

Skills and Feats: Climb +9, Heal +18, Hide +13, Jump +9, Listen +18, Move Silently +6, Profession (apothecary) +17, Profession (medicine) +17, Spot +16, Use Magic Device +14, Wilderness Lore +12; Alertness, Dodge, Improved Turn Resistance*, Lifemask*.

Possessions: *Dagger of venom, wand of cure moderate wounds,* masterwork healer's kit.

- Regent -

In life they were military leaders, aristocrats, politicians, and guildmasters. In death, these creatures' influence and dominating personalities are multiplied tenfold. Vampire regents are the aristocracy of the undead and the unquestioned masters of their domains.

Regents, also known as patriarchs and matriarchs, and sometimes as princes and princesses, form the ruling class of vampire society. They set laws and policy, police their membership, and decide when and if new vampire scions can be created.

Regents occasionally aspire to legitimate authority, attempting to pass themselves off as mortals to gain power over a village, town, or even a small city. At their best they work to build a society of laws that benefits all citizens equally. At their worst, they are hungry and tyrannical dictators who crush these unlucky communities under their thumbs.

Hit Die: d10.
Abbreviation: Rgt.

Requirements

To qualify to become a regent, a character must fulfill all the following criteria.

Race: Vampire.
Alignment: Lawful neutral or lawful evil.
Base Attack Bonus: +10.
Skills: Intimidate 10 ranks.
Feats: Leadership.

Class Skills

The regent's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (any) (Int), Profession (Wis), Ride (Dex), Speak Language, Sense Motive (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the regent prestige class.

Weapon and Armor Proficiency

Regents are proficient with all simple and martial weapons, with all forms of armor, and with shields.

Air of Command [Ex]

At 1st level, the regent radiates a sense of competence and entitlement, giving her a powerful edge in social dealings. She gains a +4 competence bonus on Diplomacy and Intimidate checks.

Mesmerizing Gaze [Su]

Beginning at 2nd level, the regent gains the ability to dominate her opponents by looking into their eyes. This is similar to a gaze attack, except that the regent must take a standard action, and those merely looking at her are not affected. Anyone the regent targets must succeed at a Will save or fall instantly under her influence as through by a *dominate person* spell cast by a sorcerer whose level equals 10 + regent class level. The save DC is 10 + regent level + regent's Charisma modifier. The ability has a range of 30 feet. It can be used twice per day at 4th level, and three times per day at 6th level.

Aura of Resistance [Su]

The regent's air of command strengthens at 3rd level, becoming an aura that encompasses all members of her retinue (followers and cohorts acquired through the Leadership feat) within 30 feet. The regent can create this effect once per day as a free action, lasting up to 1 round per regent class level. Affected creatures (but not the regent herself) gain a +2 resistance bonus on all saving throws and +2 turn resistance (this does not stack with an undead creature's inherent turn resistance, if any).

Table 4-6: The Regent

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Air of command
2nd	+2	+0	+0	+3	Mesmerizing gaze 1/day
3rd	+3	+1	+1	+3	Aura of resistance
4th	+4	+1	+1	+4	Mesmerizing gaze 2/day
5th	+5	+1	+1	+4	Aura of fear
6th	+6	+2	+2	+5	Mesmerizing gaze 3/day
7th	+7	+2	+2	+5	Aura of zeal
8th	+8	+2	+2	+6	Mark of justice
9th	+9	+3	+3	+6	Geas 1/day
10th	+10	+3	+3	+7	Dominating gaze 3/day

Aura of Fear [Su]

At 5th level the regent gains the ability to create an aura of fear around herself in a 30-foot radius. The regent can create this effect once per day as a free action, lasting up to 1 round per regent class level. All living creatures within this area are subject to a mind-affecting fear effect identical to the *fear* spell. The Will save DC against this effect is 10 + regent level + regent's Charisma modifier. A creature that successfully saves is immune to that regent's aura of fear for 1 day.

Aura of Zeal [Su]

When she reaches 7th level, the regent can raise an aura of supernatural competence that affects all members of her retinue within 30 feet. The regent can create this effect once per day as a free action, lasting up to 1 round per regent class level. Affected creatures (but not the regent herself) gain a +2 enhancement bonus on attack and damage rolls and skill checks, and act as if under the effects of *haste.*

Mark of Justice [Su]

Even the strongest laws depend on enforcement, and at 8th level the regent can mete out punishment at a stroke. This ability can be used once per day and is otherwise identical to the spell *mark of justice* from a 20th-level caster.

Geas [Su]

At 9th level, the regent can be sure of always finding a dependable servant. The geas ability can be used once per day and must be delivered by touch—traditionally with a kiss or other affectionate gesture. It is otherwise identical to the spell *geas/quest* from a 20th-level caster.

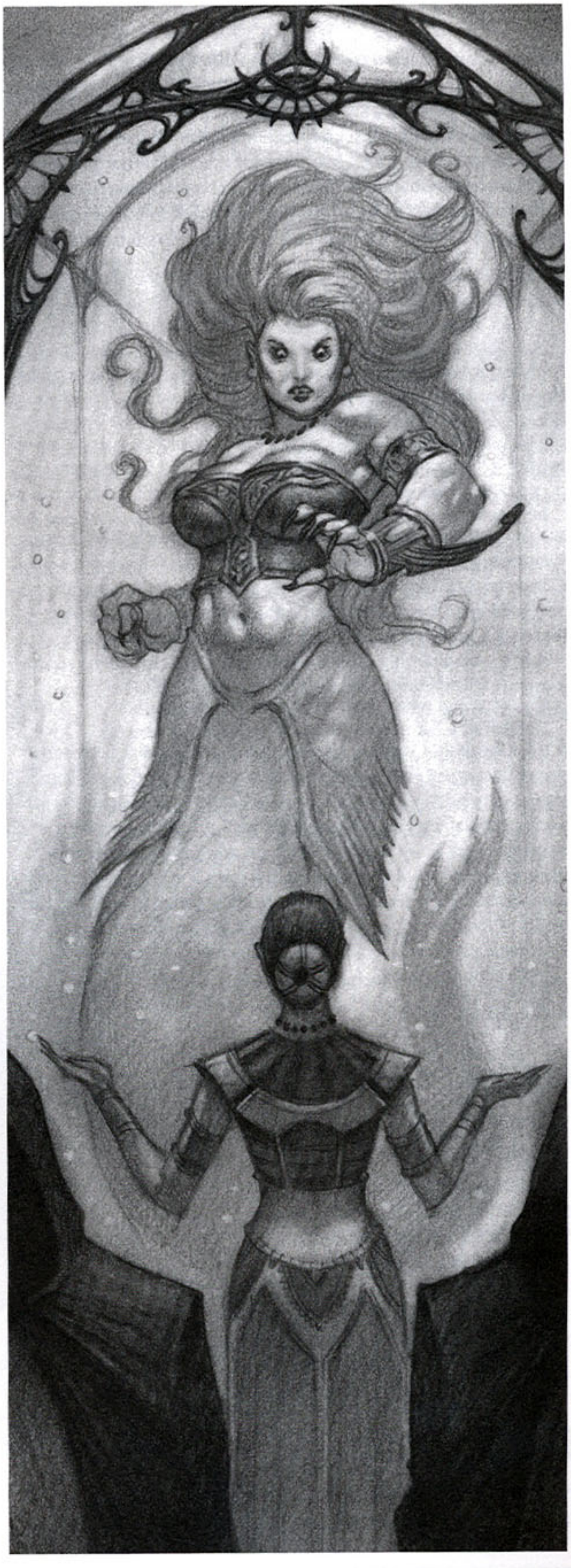
Dominating Gaze [Su]

On reaching 10th level the regent is no longer restricted to controlling humanoids. Her mesmerizing gaze is replaced by a dominating gaze, which has the effect of *dominate monster* as cast by a 20th-level sorcerer (DC 10 + regent level + regent's Charisma modifier). This ability may be used three times per day.

Sample Regent

Countess Mindera is an unlikely matriarch, but her power over the thieves and assassins of her cities is unquestioned. The countess resembles a bloated, ancient merfolk woman with rotting white eyes and the tail of a skate. She holds court from within a giant glass tank shod in iron. This tank is equipped with wheels and is transported by a bodyguard of hooded eunuchs on the rare occasions when Mindera cannot summon an underling to her presence bound in chains. During the day the tank is sealed with heavy steel shutters, as she slumbers dreamlessly in her dark womb.

Many mysteries and tales surround Countess Mindera, telling of her decades as a human paladin and her reincarnation in her current form; of her loss of faith and fall from grace; and of her transformation into undeath. Those who ask too many questions about the countess's old life are chained and lowered into her tank for leisurely consumption, but only after enduring hours of agonizing torture.



Countess Mindera

Female vampire scion (merfolk) Ex-Pal5/Ftr5/Rgt2; CR 13; Medium undead (aquatic); HD 12d12; hp 84; Init +2; Spd 5 ft., swim 50 ft.; AC 18 (touch 15, flat-footed 16); Atk +15 melee (1d8+5/19–20, claw); SA Air of command, blood drain 2d4/round, create spawn, mesmerizing gaze 1/day (save DC 18); SQ Darkvision 60 ft., +4 turn resistance, the Thirst, undead, vampire weaknesses and vulnerabilities; AL LE; SV Fort +8, Ref +4, Will +9; Str 14, Dex 14, Con —, Int 13, Wis 14, Cha 22. ECL: 14.

Skills and Feats: Diplomacy +25, Handle Animal +12, Intimidate +19, Knowledge (religion) +8, Swim +10; Hypnotic Voice*, Improved Critical (claw), Improved Natural Weapon, Infamy*, Iron Will, Leadership, Weapon Focus (claw), Weapon Specialization (claw).

Possessions: *Bracers of armor +3*, *ring of protection +3*, *cloak of Charisma +4*, *potion of inflict serious wounds* (4), *potion of glibness*, *potion of love*.

- Reveler -

Advancement through the ranks of the vampire hierarchy is a primal, bloody business. Younger vampires lust after the strength of their elders, and some are bold enough to steal it by waylaying a patriarch and draining his blood to the dregs. This process is so raucous, chaotic, and frenzied that these blood-drenched creatures are known sardonically as "revelers."

Scholars disagree on the mechanism that passes strength from one vampire to another. The most popular view is that all vampires share a single pool of blood tracing back to an immeasurably ancient progenitor, and that the accumulation of this "old blood" is the source of a reveler's power. A few sages claim that it is instead related to vampires' mysterious secret names, and that killing an elder vampire steals the supernatural power connected with his "true" Draconic name.

A third theory has surfaced in recent times, based on ancient burial stones uncovered on the demesnes of a slain vampire mage. These stones, covered in a bastardized form of Infernal, hint at an eternal war between all the world's vampires over a prize that translates roughly as the "Dusk Crown." While no scholars have been able to confirm the truth behind the stones' story, it may be the best explanation for the ferocity with which some vampires seek out the blood of their peers. See **Chapter Eight: Equipment** for more information about the major artifact known as the *Dusk Crown.*

Hit Die: d12.
Abbreviation: Rvl.

Requirements

To qualify to become a reveler, a character must fulfill all the following criteria.

Race: Vampire.

Special: The reveler must kill a vampire having a Challenge Rating at least 2 greater than his own character level with his blood drain attack. He need not drain all of its hit points, but the killing stroke (reducing the vampire to 0 hit points or below) must be by blood drain only. This requirement must be met before attaining each new reveler level. For example, a human scion Ftr2/Rvl5 must drain a vampire of 9+ HD before he can advance to 6th level in the reveler class.

Class Skills

The reveler's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the reveler prestige class.

Weapon and Armor Proficiency

Revelers are proficient with all simple weapons and with light armor, but not shields.

Taint [Su]

A vampire who kills another vampire by blood drain acquires a distinctive spiritual taint that all vampires can sense. This taint has no physical component and cannot be detected by any mundane or magical means, or by any creature other than a vampire, vampire scion, or vampire spawn. Powerful vampires see revelers as a threat to their primacy, and many offer bounties for the head of a tainted scion.

Vampires, vampire scions, and vampire spawn can identify a tainted vampire within 30 feet on a successful Spot check (DC 20 – target's reveler level). For example, the Spot DC to detect the taint of a 4th-level reveler is 16.

Overcome Weakness [Su]

Beginning at 1st level, and at every other odd-numbered level thereafter, the reveler's increasingly refined blood allows him to overcome one of the following innate vampire weaknesses.

- Cannot cross running water
- Cannot enter a house uninvited
- Cannot hide his essential nature
- Cannot sleep outside his coffin
- Repelled by church bells
- Repelled by holy symbols
- Repelled by mirrors
- Repelled by garlic

Vampire vulnerabilities (sunlight, immersion in running water, and piercing of the heart by a stake) can never be overcome.

Bonus Feats

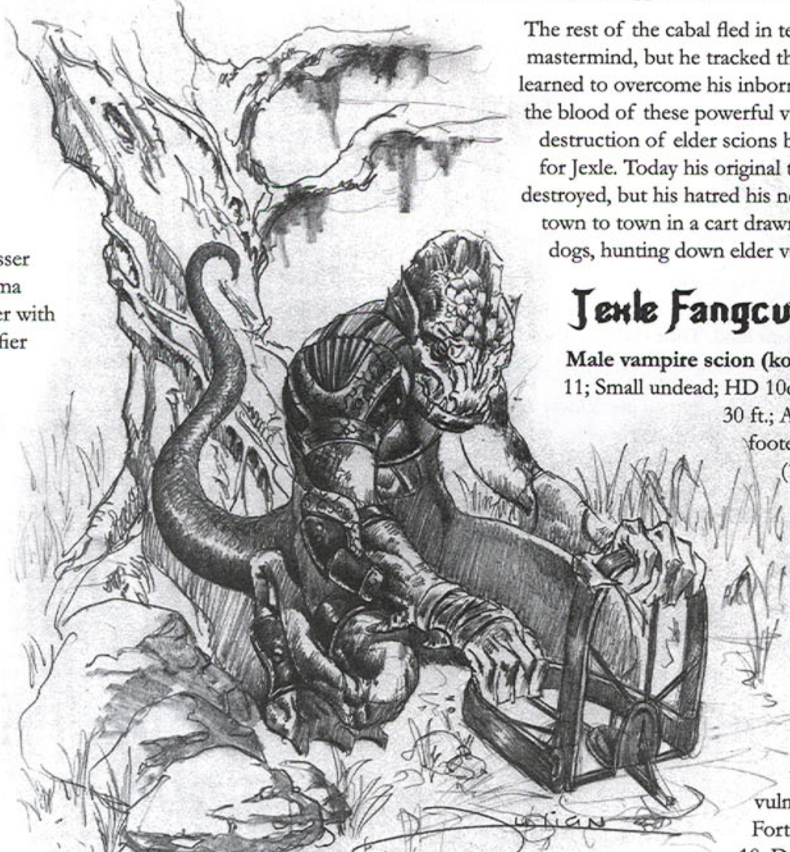
The reveler gains a bonus feat at 2nd level and every even-numbered level thereafter. These bonus feats must be drawn from the following list: Alertness, Animal Feeder*, Combat Reflexes, Conceal Taint*, Dodge, Improved Natural Weapon† (Empowered Natural Weapon†, Energy Drain*, Improved Blood Drain*, Drain Black Bile*, Drain Joints*, Drain Phlegmatic Humour*, Drain Sanguine Humour*, Drain Spinal Fluid*, Drain Yellow Bile*), Gaseous Form*, Hypnotic Voice*, Improved Initiative, Spider Climb*, Lifemask*, Lightning Reflexes, Selective Feeder*, and Unnatural Aura*. Feats marked with an asterisk (*) are new feats introduced in **Chapter Three**.

Some of these bonus feats cannot be acquired until the reveler has gained one or more prerequisite feats; these are listed parenthetically after the prerequisite feat. A reveler can select feats marked with a dagger (†) more than once, but it must be for a different natural weapon each time. A reveler must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

Command Lesser Vampires [Su]

Beginning at 3rd level, a reveler learns how to use the power of stolen old blood to command vampires, vampire scions, and vampire spawn with fewer HD than his character level. He establishes a direct link to the Negative Energy Plane and bends the target to his will, just like the command result from a rebuke undead attempt. At 6th level, the reveler can use this ability twice per day, and at 9th level, three times per day.

At will, the reveler can command a number of lesser vampires up to his Charisma modifier, but even a reveler with a negative Charisma modifier can command a single creature. The ability has a range of 60 feet, but once control is established, the reveler can exercise its effect at unlimited range, as long as he and the target are on the same plane. Targets receive no saving throw and are completely under the commanding reveler's control, as the *dominate monster* spell, for a duration of 1 round per reveler class level. The reveler cannot give a commanded vampire self-destructive or suicidal orders, and if he does not share a language with the target, he can issue only very basic instructions, such as "Stand still," "Go there," "Fight," and so on. Commanded vampires can be dismissed at will as a free action by the commanding reveler.



Sample Reveler

In life Jexle Fangcutter was a skilled trapmaker from a long line of kobold trappers. He was born with sorcery in his blood and in time rose to prominence within his tribe. This prominence was his undoing, since it made him the target of a cabal of vampires who sought control over his tribal lands.

They captured Jexle and put him through the Change, and when he awoke his captors told him what he had to do. They had his obedience, but they had not broken the little kobold's spirit. Somewhere deep inside his cowardly exterior, a spark of Jexle's long-distant dragon ancestors was fanned to flame. The enslaved creature put on a masquerade of fawning obedience, while he secretly plotted revenge.

He baited an old mineshaft with a goblin infant, and when a group of his tormenters came for it he pulled the shims that held a subterranean stream in check. Rushing water trapped the vampires inside a tiny ring until just before sunrise, when Jexle blocked the outflow and the stream began to fill the shaft. Forced to climb, the vampires had no choice but to scale a length of barbed wire that cut them terribly as they fought to stay above the rising waters. In the end, though, they had to choose between death by fire and death by water, when the advancing sun began to appear over the mouth of the mineshaft.

The rest of the cabal fled in terror of the little mastermind, but he tracked them down one by one. He learned to overcome his inborn weaknesses by stealing the blood of these powerful vampires, and in time the destruction of elder scions became a driving obsession for Jexle. Today his original tormentors have all been destroyed, but his hatred his not abated. He travels from town to town in a cart drawn by two vampiric thrall dogs, hunting down elder vampires with a passion.

Jexle Fangcutter

Male vampire scion (kobold) Sor2/Rvl8; CR 11; Small undead; HD 10d12; hp 71; Init +6; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk +6 melee (1d6, claw) or +10 ranged (1d8+2/19–20, *+2 light crossbow*); SA Blood drain 2d6/round, command lesser vampires 2/day, create spawn; SQ Darkvision 60 ft., light sensitivity, overcome weakness, taint, the Thirst, +4 turn resistance, undead, vampire weaknesses and vulnerabilities; AL LE; SV Fort +6, Ref +4, Will +6; Str 10, Dex 15, Con —, Int 12, Wis 12, Cha 14. ECL: 12.

Skills and Feats: Concentration +6, Craft (trapmaking) +17, Hide +19, Profession (miner) +17, Search +4,

Table 4–7: The Reveler

Class Level	BaseAttack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Overcome weakness, taint
2nd	+1	+3	+0	+0	Bonus feat
3rd	+1	+3	+1	+1	Overcome weakness, command lesser vampires 1/day
4th	+2	+4	+1	+1	Bonus feat
5th	+2	+4	+1	+1	Overcome weakness
6th	+3	+5	+2	+2	Bonus feat, command lesser vampires 2/day
7th	+3	+5	+2	+2	Overcome weakness
8th	+4	+6	+2	+2	Bonus feat
9th	+4	+6	+3	+3	Overcome weakness, command lesser vampires 3/day
10th	+5	+7	+3	+3	Bonus feat

Spellcraft +7; Combat Casting, Conceal Taint*, Dodge, Drain Yellow Bile*, Improved Blood Drain*, Improved Initiative, Improved Natural Weapon*, Selective Feeder* (human spellcasters).

Overcome Weakness (Su): Jexle is able to cross running water, is not required to sleep in his coffin, and is not repelled by garlic or holy symbols.

Spells Known: (6/5; save DC 14 + spell level): 0—*dancing lights, detect magic, mage hand, prestidigitation, read magic*; 1st—*expeditious retreat, mage armor.*

Possessions: *+2 light crossbow*, 10 bolts, *scroll of hallucinatory terrain, marvelous pigments*, covered cart, masterwork trapmaker's kit, sledge, spade, 400 ft. silk rope, 30 pitons, grappling hook, 2 amazing locks, 4 masterwork manacles, 3 flasks of acid, 10 flasks of alchemist's fire, 10 smokesticks, 10 tanglefoot bags, 10 thunderstones, 30 tindertwigs.

Jix and Jox

Vampiric thrall riding dogs; CR 2; Medium animal; HD 2d12+2; hp 15; Init +3; Spd 40 ft.; AC 21 (touch 13, flat-footed 18); Atk +2 melee (1d6+4, bite); SA Blood drain 1d3/round; SQ Ageless, scent, the Thirst, undead essence; AL LE; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 4, Wis 14, Cha 8.

Skills: Listen +6, Spot +6, Swim +6, Wilderness Lore +2 (+6 track by scent).

Possessions: Chain shirt barding.

- Scourge -

Not all vampires live in fear and secrecy. A few brave individuals choose to take the fight to the inquisitors, paladins, and righteous clerics of the world, and work to bring down the institutions of order that seek to destroy their kind. Their enemies know these radicals as "scourges," but most vampires simply call them heroes.

A scourge hones his body and mind into an instrument of vengeance, training every fiber of his being to deliver revenge for centuries of oppression by the hunters of undead. A fully developed scourge is more than a match for most opponents, and when a cabal of these creatures forms, the likely outcome is open war with the forces of good and law.

Because their methods lack subtlety and call down retribution on the heads of all vampires in a region, scourges often find themselves in conflict with the local undead leadership. In at least one case the vampire orthodoxy has actually cooperated with good-aligned churches to end the rampages of a lone scourge. More frequently, scourges are used as political tools by savvy vampire regimes to gain concessions from their enemies.

Hit Die: d10.
Abbreviation: Scg.

Requirements

To qualify to become a scourge, a character must fulfill all the following criteria.

Race: Vampire.
Alignment: Chaotic evil, chaotic neutral, or neutral evil.
Base Attack Bonus: +7.
Feats: Power Attack, Cleave, Weapon Focus (claw).
Special: Must drain blood of a paladin or good-aligned cleric of at least 7 HD.

Class Skills

The scourge's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the scourge prestige class.

Weapon and Armor Proficiency

Scourges are proficient with all simple and martial weapons, with all forms of armor, and with shields.

Improved Natural Weapon

At 1st level the scourge gains Improved Natural Weapon (see **Chapter Two: Feats**) as a bonus feat. His claw damage improves by one die step (from 1d4 to 1d6, for example).

Table 4–8: The Scourge

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Improved Natural Weapon
2nd	+2	+3	+0	+0	*Desecrate* 1/day
3rd	+3	+3	+1	+1	Improved Blood Drain
4th	+4	+4	+1	+1	*Desecrate* 2/day
5th	+5	+4	+1	+1	Rend +1d6
6th	+6	+5	+2	+2	Damage reduction 5/+1
7th	+7	+5	+2	+2	Rend +2d6
8th	+8	+6	+2	+2	Damage reduction 10/+1
9th	+9	+6	+3	+3	Energy Drain
10th	+10	+7	+3	+3	Damage reduction 10/+2

Desecrate [Sp]

Beginning at 2nd level, the scourge may produce a *desecrate* effect once per day as the spell cast by a cleric of level 10 + scourge levels. No material component is required. At 4th level the scourge may use this ability twice per day. Scourges relish using this ability on the altars and temples of good faiths to turn them into dens of evil.

Improved Blood Drain

At 3rd level the scourge gains Improved Blood Drain (see **Chapter Two: Feats**) as a bonus feat. His blood drain attack deals 2d6 points of damage per round, healing any damage to the scourge by the same amount, though hit points gained in this manner never allow him to exceed his normal hit point maximum.

Rend [Ex]

If the scourge hits an opponent with two claw attacks in a single round, he latches onto the victim and tears into the flesh. This attack automatically deals an additional 1d6 damage at 5th level, which increases to 2d6 damage at 7th level, and adds 1 1/2 times the scourge's Strength bonus to damage.

This additional damage is based on a Medium character. Adjust the die type according to the creature's size, using the rules for size increases. (For example, a Small creature would deal an additional 1d4 or 2d4 damage, while a Large one would deal 1d8 or 2d8.)

Damage Reduction [Su]

Beginning at 6th level, the scourge's body gains the resilience associated with vampires of myth. He gains damage reduction 5/+1 at 6th level, 10/+1 at 8th level, and 10/+2 at 10th level. This does not stack with any existing damage reduction.

Energy Drain [Su]

At 9th level the scourge gains Energy Drain (see **Chapter Two: Feats**) as a bonus feat.

The DC to remove a negative level is 10 + 1/2 scourge level + scourge's Charisma modifier.

Sample Scourge

The hideous creature known as the Royston Crow is behind a rash of disappearances and murders in the impoverished dye town of Royston. The hamlet stands at the foot of the East River, where the waters spill out into a wide and stagnant estuary.

Royston has never been a prosperous town, but in the last decade, many whisper, it must have fallen under a curse. Children are born without eyes or hands, sometimes without bones; animals sicken and die with no warning; and the soil seems to kill seeds in their beds. Originally, the town's biggest industry was textiles. Ten years ago the largest dye house in town burned to the ground with the owner trapped inside. Ever since that fire, children of Royston who stray too far from town have disappeared, their tracks leading deep into the heart of the swamp. A large blackbird was spotted in town before each disappearance, which gave rise to the legend of the Royston Crow.

What the townspeople of Royston do not know is that the birth defects, livestock deaths, and crop failures of recent years are the result of acute heavy metal poisoning caused by toxic dyes that have seeped into the ground water. The poison is gradually killing the town.

The dye house fire resulted from a struggle between the owner (a vampire scion) and a local green hag he had put through the Change. The hag resented her subservient role and surprised the owner at work late one night. A struggle ensued, and the dye vats caught fire, killing the original vampire and spilling thousands of gallons of mercury-based dye into the soil.

Today the so-called Royston Crow makes her lair not a mile from town, in the hull of a sunken smuggler's barge. She uses a *mask of the blackbird* to keep an eye on the people of Royston, and calls up a dense fog with her *orb of storms* before heading out on a hunt. She has no ambitions beyond feeding on children and remaining safely out of the sun.

The Royston Crow

Female vampire scion (green hag) Scg5; CR 11; Medium undead; HD 14d12; hp 97; Init +2; Spd 30 ft., swim 30 ft.; AC 23 (touch 12, flat-footed 21); Atk +21 melee (1d8+6, 2 claws); SA Blood drain 2d6/round, create spawn, *desecrate* 2/day, rend 2d8+1d6+9, weakness; SQ SR 18, Darkvision 60 ft., mimicry, spell-like abilities, the Thirst, +4 turn resistance, undead, vampire weaknesses and vulnerabilities; AL CE; SV Fort +9, Ref +9, Will +9; Str 23, Dex 14, Con —, Int 15, Wis 15, Cha 15. ECL: 21.

Skills and Feats: Climb +14, Concentration +12, Hide +12, Jump +14, Knowledge (local) +6, Listen +12, Spot +12, Swim +14; Cleave, Combat Casting, Great Fortitude, Improved Blood Drain*, Improved Natural Weapon*, Power Attack, Weapon Focus (claw).

Weakness (Su): Touch, Fortitude save (DC 14) or take 2d4 points of temporary Strength damage.

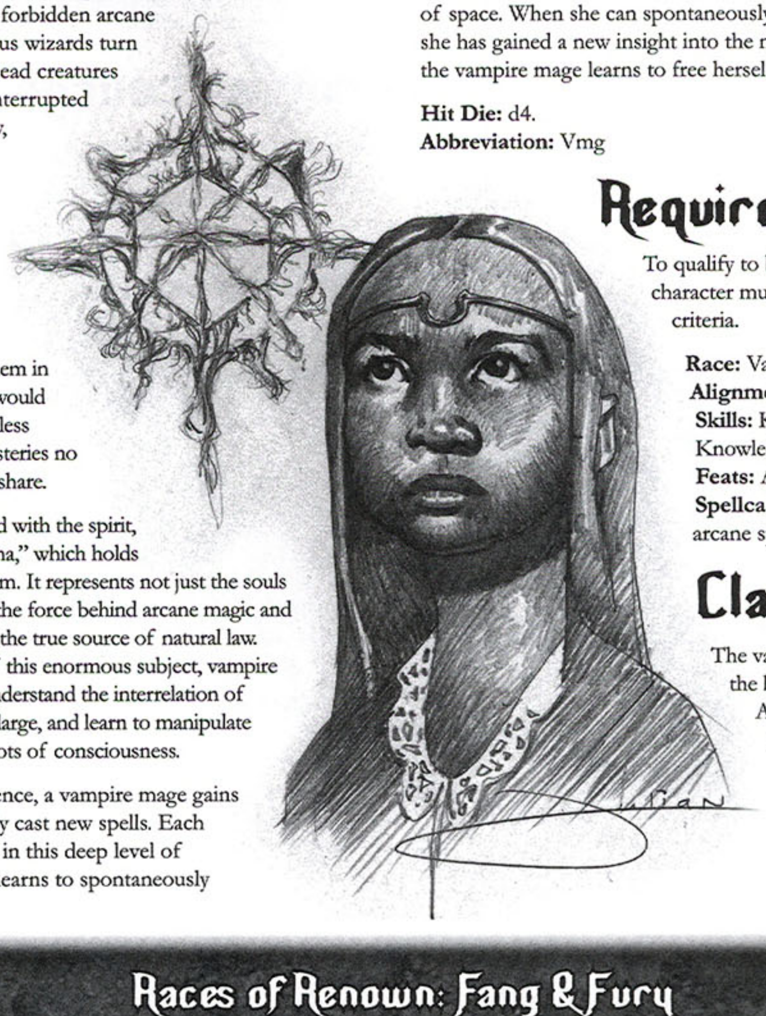
Mimicry (Ex): Imitate the sound of any animal of the region.

Spell-Like Abilities: At will—*change self, dancing lights, ghost sound, invisibility, pass without trace, tongues,* and *water breathing* as 8th-level caster; save DC 12 + spell level.

Possessions: *amulet of proof against detection and location, mask of the blackbird**, *orb of storms.*

- Vampire Mage -

For some spellcasters, a mortal lifespan is the final weakness to be overcome in the quest for forbidden arcane knowledge. These ambitious wizards turn to eternal existence as undead creatures so that they may have uninterrupted centuries in which to study, research, and experiment.



Even among the ranks of obsessed wizards and sages, vampire mages stand out as monomaniacs. Their deathless pursuit of the secrets of existence leads them in directions no other wizard would dare consider, and their endless patience brings them to mysteries no mere mortal could hope to share.

Vampire mages are obsessed with the spirit, the divine breath or "pneuma," which holds mystical significance for them. It represents not just the souls of living creatures but also the force behind arcane magic and celestial phenomena, and is the true source of natural law. As they pick at the edges of this enormous subject, vampire mages gradually come to understand the interrelation of the very small and the very large, and learn to manipulate space, time, and the very roots of consciousness.

As she advances in experience, a vampire mage gains the ability to spontaneously cast new spells. Each represents a breakthrough in this deep level of understanding. When she learns to spontaneously cast *dimension door*, she has actually begun to peek behind the illusion of space. When she can spontaneously cast *disintegrate*, it is because she has gained a new insight into the nature of matter. Over stages, the vampire mage learns to free herself entirely from physical form.

Hit Die: d4.
Abbreviation: Vmg

Requirements

To qualify to become a vampire mage, a character must fulfill all the following criteria.

Race: Vampire.
Alignment: Any neutral.
Skills: Knowledge (arcana) 10 ranks, Knowledge (the planes) 5 ranks.
Feats: Any two metamagic feats.
Spellcasting: Ability to prepare arcane spells.

Class Skills

The vampire mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table 4-9: The Vampire Mage

Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Spontaneous casting (1st)	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Spontaneous casting (2nd)	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Spontaneous casting (3rd)	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Spontaneous casting (4th)	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Spontaneous casting (5th)	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Spontaneous casting (6th)	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Spontaneous casting (7th)	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Spontaneous casting (8th)	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Spontaneous casting (9th)	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Spontaneous casting (9th)	+1 level of existing spellcasting class

Class Features

All of the following are class features of the vampire mage prestige class.

Weapon and Armor Proficiency

Vampire mages gain no proficiency with any weapons, armor, or shields.

Spells per Day

A vampire mage continues training in magic. Thus, when a vampire mage level is gained, the character gains new spells known and spells per day as if she had also gained a level in an arcane spellcasting class she belonged to before he added the prestige class. She does not gain most other benefits a character of that class would have gained (metamagic or item creation feats, and so on). However, she adds her vampire mage levels to her arcane spellcaster levels to determine effective master level for the abilities of her familiar (if applicable).

Spontaneous Casting [Su]

With each new level gained in the prestige class, vampire mages gain the ability to channel spell energy into specific spells they haven't prepared ahead of time. The vampire mage can "lose" a prepared spell in order to cast any spell from the following list of the same level or lower. For example, a 3rd-level vampire mage could lose any 3rd-level spell to cast *blink*, *rope trick*, or *ray of enfeeblement*.

Spontaneous Casting

Vampire Mage Level	Spell Level	Spontaneous Spell
1st	1st	*Ray of enfeeblement*
2nd	2nd	*Rope trick*
3rd	3rd	*Blink*
4th	4th	*Dimension door*
5th	5th	*Magic jar*
6th	6th	*Disintegrate*
7th	7th	*Ethereal jaunt*
8th	8th	*Etherealness*
9th	9th	*Soul bind*
10th	9th	*Astral projection*

Sample Vampire Mage

The goblin race's ratlike ingenuity has found a champion in Nickenfoot, the greatest wizard in the long history of his people. Nickenfoot has spent undeath in pursuit of every advantage that he can squeeze from spellcraft. He is a relentless experimenter whose understanding of the deeper mysteries has come only through tests and endless trials—he cannot imagine a phenomenon until he has first observed it, refusing to rely on the research of others. Nickenfoot does not have the time or temperament for theory, and he loves to bring down smarter and more principled spellcasters with the application of hard-won practical knowledge.

In recent times Nickenfoot's fame has spread to far-flung goblin tribes, who now seek his help in defeating their enemies. The old scion's pride and his disdain for highfalutin "civilized" casters has forced his hand on several occasions so far. Each time he has been credited with defeating elf and human mages of far greater ability and raw power.

Nickenfoot

Male vampire scion (goblin) Wiz7/Vmg3; CR 11; Small undead; HD 10d12; hp 71; Init +3; Spd 30 ft.; AC 20 (touch 16, flat-footed 17); Atk +7 melee (1d6+1, claw) or +9 ranged (1d8/19–20, light crossbow); SA Blood drain 2d4/round, create spawn, spontaneous casting (1st–3rd); SQ Darkvision 60 ft., +4 turn resistance, the Thirst, undead, vampire weaknesses and vulnerabilities; AL NE; SV Fort +3, Ref +6, Will +9; Str 12, Dex 17, Con –, Int 17, Wis 16, Cha 12. ECL: 12.

Skills and Feats: Alchemy +16, Concentration +13, Hide +7, Knowledge (arcana) +16, Knowledge (the planes) +16, Move Silently +7, Spellcraft +16; Combat Casting, Dodge, Extend Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration.

Spells Prepared (4/5/5/4/3/2; save DC 13 + spell level): 0—*detect magic* (2), *ray of frost, read magic;* 1st—*magic missile* (3), *obscuring mist, shield;* 2nd—*acid arrow* (2), *blur, mirror image, protection from arrows;* 3rd—*dispel magic, flame arrow, fly, lightning bolt;* 4th—*ice storm, minor globe of invulnerability, stoneskin;* 5th—*teleport, wall of force.*

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st—*animate rope, identify, magic missile, message, obscuring mist, shield, spider climb, true strike;* 2nd—*acid arrow, blur, mirror image, protection from arrows*; 3rd—*dispel magic, flame arrow, fly, lightning bolt*; 4th—*enervation, ice storm, minor globe of invulnerability, stoneskin*; 5th—*dismissal, dominate person, teleport, wall of force.*

Possessions: *amulet of natural armor +2, bracers of armor +2, ring of protection +2*, light crossbow, 10 bolts, *dust of disappearance, ring of counterspells, scroll of haste* (2).

Chapter Five: Creatures

For vampires, other creatures generally fall into two categories: prey and minions. This chapter describes some new creature types either created by or found amid a vampiric community.

Blood Puppet

When a vampire requires a mortal servant with absolute loyalty, he creates a blood puppet. These slavish attendants, transformed into supernatural creatures by drinking their master's blood, gain immortality and great power—at the cost of their souls.

A blood puppet is created when a living humanoid willingly takes a blood gift (see **Chapter One: The Vampire Scion**) from a vampire or vampire scion. The master must give up at least 10 hp in blood (this heals normally), and gains a negative level when the transaction is complete. The negative level remains as long as the blood puppet is in the vampire's service and disappears only if the blood puppet is slain. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the blood puppet is in the vampire's service. Each blood puppet created in this manner bestows a new negative level on its master.

Creating a Blood Puppet

"Blood puppet" is a template that can be applied to any humanoid with an Intelligence score greater than 3 (hereafter referred to as the "base creature"). The creature's type does not change. A blood puppet uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: All the base creature's Hit Dice (current and future) become d12s.

Attacks: A blood puppet retains all the base creature's attacks and also gains a slam attack if it didn't already have one.

Damage: If the base creature does not normally have a slam attack, use the damage values in the table below. Otherwise, use the values below or the base creature's value, whichever is greater.

Blood Puppet Damage

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Qualities: A blood puppet retains all the special qualities of the base creature, plus darkvision with a 60-foot range. It also gains the following special qualities.

Ageless (Su): Blood puppets do not incur ability score penalties for aging, and they cannot be magically aged. Any penalties the base creature may already have, however, remain. Bonuses from aging still accrue. A blood puppet does not die from extreme age.

The Thirst (Ex): Blood puppets are created with vampiric essence and so are susceptible to the Thirst like their masters. A blood puppet takes 1d2 + 1/HD points of damage every day at noon, as a bit of its essence is "cooked off" by positive energy. This damage can be healed only with a blood gift.

Undead Essence: For purposes of special abilities and spell effects, blood puppets are treated as undead. For instance, rangers whose favored enemy is undead gain bonuses when hunting them, and *undead bane* weapons affect them as if they were undead.

Vulnerabilities (Ex): Blood puppets also inherit some of their Master's vulnerabilities. They take double damage from blessed weapons, and take damage from holy water as if they were undead creatures.

Abilities: Blood puppet abilities increase from the base creature as follows: Str +2, Dex +2, Con –2, Int +2, Wis +2, Cha +2.

Feats: Blood puppets gain Power Attack as a bonus feat, even if they lack the prerequisites.

Organization: Solitary, pair, or gang (2–5).

Alignment: The blood puppet's alignment shifts one step toward its master's alignment each month until the two alignments match.

Advancement: By character class.

Level Adjustment: +1.

Sample Blood Puppet

This example uses a 3rd-level elf aristocrat as the base creature.

Phelosua Holimion is the crown princess of a small gray elf kingdom, whose lust for eternal life drove her into a pact with a human vampire scion named Tai Sang. This mysterious emissary from an exotic land stays at the Holimion court as a guest of the king's advisors, in exchange for his expertise in secret magic arts and alchemy.

Master Sang has successfully disguised his blood gift as a draught of immortality, and during the last month he has turned no fewer than six members of the court to his service. His goal is to depose King Holimion and rule a kingdom of vampires within a day's ride of a busy port city, where he and his underlings can gorge on the blood of unsuspecting innocents.

Phelosua Holimion

Female blood puppet (gray elf) Ari3; CR 2; Medium humanoid (elf); HD 3d12–9; hp 16; Init +4; Spd 30 ft.; AC 21 (touch 14, flat-footed 17); Atk +3 melee (1d8/19–20, masterwork longsword) or +2 melee (1d6, slam), or +6 ranged (1d8/x3, longbow); SQ Ageless, darkvision 60 ft., elf traits, the Thirst, vulnerable to blessed weapons and holy water; AL CN; SV Fort +0, Ref +5, Will +7; Str 10, Dex 18, Con 4, Int 17, Wis 14, Cha 17. ECL: 5.

Skills and Feats: Diplomacy +11, Gather Information +4, Knowledge (nobility and royalty) +9, Listen +10, Perform +9 (ballad, dance, drama, epic, harp, ode), Ride +9, Sense Motive +8, Search +5, Spot +10; Iron Will, (Power Attack), Toughness.

Possessions: *+1 chain shirt, +1 small steel shield,* masterwork longsword, longbow, 20 arrows.

Daywalker

Vampires claim that their ascension to undeath burned all mortal desires out of them, and that they no longer want wealth, or companionship, or sex. These mundane pastimes do not compare to the sublime pleasures of drinking the blood of a sentient creature, the glory of the endless nighttime hunt, or the satisfaction of immortality.

But the evidence suggests that not all of these vampires are telling the truth. Some scions find their newly boosted Charisma is irresistible for satisfying long-stymied lusts; others simply have trouble severing ties with their loved ones. Whatever the motive, children of trysts between vampires and mortals sometimes occur.

These children inherit some of the abilities of their vampire parent, but their mortal form makes them completely immune to sunlight, garlic, and other vampire weaknesses. Their dependence on blood to live makes them outcasts from the living, and full-blooded vampires refer to them scornfully—perhaps a little enviously—as daywalkers, or sometimes "churchgoers." Doomed creatures, daywalkers must find a place for themselves in a world that rejects them on all sides.

Creating a Daywalker

"Daywalker" is a template that can be applied to any corporeal humanoid or monstrous humanoid with an Intelligence score greater than 3 (hereafter referred to as the "base creature"). The creature's type does not change. A daywalker uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: All the base creature's Hit Dice (current and future) become d12s.

Attacks: A daywalker retains all the base creature's attacks and also gains a slam attack if it didn't already have one.

Damage: If the base creature does not normally have a slam attack, use the damage values in the table below. Otherwise, use the values below or the base creature's value, whichever is greater.

Special Attacks: A daywalker retains all the special attacks of the base creature and also gains the following special attacks.

Blood Drain (Ex): A daywalker can suck blood from a living victim that is susceptible to critical hits with a grapple check that results in a successful pin. If it pins its foe, it drains blood as a vampire scion does, dealing 2d4 points of damage each round the pin is maintained. Drained hit points are applied to the daywalker as permanent hit points, though hit points gained in this manner never allow the daywalker to exceed its normal hit point maximum.

Special Qualities: A daywalker retains all the special qualities of the base creature, plus darkvision with a 60-foot range. It also gains the following special qualities.

Blood Gift (Ex): A daywalker can feed its own blood to another vampire scion, blood puppet, vampiric thrall, or daywalker to heal it. It costs 1 hp to start the process, and the daywalker can transfer up to 1 hp per round per level of the lowest-level vampire in the exchange, to a maximum of 10 hp/round.

Doomed (Ex): The very existence of daywalkers is an affront to a rational universe. Their dual parentage, and their own uncertain status as half-living and half-undead, makes the gods loath to offer them any assistance. A daywalker may never cast or directly benefit from the following spells: *augury, commune, divination, greater planar ally, lesser planar ally, planar ally,* and *miracle.* A companion could cast a spell such as *augury* and gain advice concerning the daywalker, but the daywalker could not directly

Daywalker Damage

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

gain the protection of a *miracle* spell, or be aided in battle by a *planar ally*. In addition, daywalkers can never be *raised* or *resurrected*.

The Thirst (Ex): A daywalker takes 1d8 + 1/HD points of damage every day at noon, as a bit of its essence is "cooked off" by positive energy. This damage can be healed only by drinking blood.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con –2, Int +2, Wis +2, Cha +4.

Organization: Solitary, pair, or gang (2–5).

Alignment: Often chaotic neutral.

Advancement: By character class.

Level Adjustment: +2.

Sample Daywalker

This example uses a 7th-level human paladin as the base creature.

Jervain is a doomed knight, a man whose vampiric nature puts him at odds with his pious aspirations. His blood thirst revealed itself comparatively late in life—the young aspirant's first taste of blood came cruelly just weeks before his final tests to become a full brother in his order.

He left the order's fortress and set out across the lands to seek an end to his curse, finding solace first in the indiscriminate slaughter of undead spawn, and later in the determined uprooting of vampire nests. Today Jervain is a lonely figure, his hair prematurely white and his face scarred by years of conflict. He tries to restrict his feeding to predatory animals and monsters, but he has fed from his own warhorse more than once to stave off death.

Jervain of Tamarinde

Male human daywalker Pal7; CR 7; Medium humanoid (human); HD 7d12+7; hp 52; Init +0; Spd 20 ft.; AC 24 (touch 10, flat-footed 24); Atk +13/+8 melee (1d8+6, *+1 light flail*) or +11 melee (1d6+4, slam) or +12/+7 melee (1d8+4/x3, masterwork heavy lance), or +8/+3 ranged (1d8/x3, masterwork longbow); SA Blood drain 2d4/round, smite evil 1/day (+5 to hit, +7 damage), turn undead 8/day (as Clr5); SQ Aura of courage, blood gift, darkvision 60 ft., detect evil, divine grace, divine health, doomed, empathic link with mount, lay on hands 35, remove disease 2/week, share spells with mount, the Thirst; AL LG; SV Fort +12, Ref +7, Will +9; Str 18, Dex 10, Con 12, Int 13, Wis 15, Cha 20. ECL: 9.

Skills and Feats: Concentration +6, Craft (leatherworking) +2, Diplomacy +15, Heal +8, Knowledge (religion) +10, Profession (cobbler) +4, Ride +9; Expertise, Improved Trip, Mounted Combat, Weapon Focus (light flail).

Paladin Spells Prepared (2; save DC 12 + spell level): 1st—*detect undead, protection from evil.*

Possessions: *+2 full plate, +2 large steel shield, +1 light flail,* masterwork heavy lance, masterwork longbow, 20 arrows, 12 mountain ash stakes, 1 lb. crushed garlic cloves, silver holy symbol.

Brightmane

Heavy warhorse mount; CR 2; Large animal; HD 6d8+18; hp 45; Init +1; Spd 50 ft.; AC 22 (touch 10, flat-footed 22); Atk +6 melee (1d6+6, 2 hooves), +1 melee (1d4+2, bite); SQ Empathic link, improved evasion, share spells, share saving throws, scent; Face/Reach 5 ft. by 10 ft./5 ft.; AL N; SV Fort +8, Ref +5, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +7.

Possessions: Masterwork chain shirt barding.

Gore Golem

Small Construct

Hit Dice: 4d10 (22 hp)
Initiative: +2 (Dex)
Speed: 20 ft. (can't run), swim 30 ft.
AC: 19 (+1 size, +2 Dex, +6 natural), touch 13, flat-footed 17
Attacks: 2 slams +5 melee
Damage: Slam 1d4+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Drown
Special Qualities: Blood bank, construct type, damage reduction 5/silver, darkvision 60 ft., magic immunity
Saves: Fort +1, Ref +3, Will +1
Abilities: Str 13, Dex 15, Con —, Int —, Wis 11, Cha 1
Skills: Escape Artist +2*, Hide +6, Swim +9*

Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5–8 HD (Small); 9–12 HD (Medium)

Vampires create gore golems to serve as assistants, guards, assassins, and portable meals.

A gore golem stands about 4 feet tall and weighs 100 pounds. Its body resembles a rough human form crafted in liquid blood, held in place by a thin transparent membrane. The swirling blood, dotted with clots, separates into plasma and solids when the creature is still for more than a few minutes.

Its semi-liquid form allows a gore golem to squeeze through tight gaps and swim through narrow pipes, as well as to cross running water that would otherwise block its master's reach.

Combat

A gore golem attacks with its blunt fists, pummeling away at opponents until it can attempt a drown attack.

Drown (Ex): If a gore golem hits with both slam attacks, it can attempt to force itself into the opponent's mouth and nose, drowning it by sluicing blood into the lungs. This is resolved as a grapple that does not provoke an attack of opportunity. If the golem can maintain the grapple for three rounds, its opponent is slain. Elementals, oozes, undead and other creatures that don't need to breathe are immune to this attack.

Blood Bank (Ex): A gore golem is keyed to a command word on creation. Any vampire can "deposit" a blood gift into a gore golem by speaking the command word. Vampires can withdraw blood later to heal damage, again with the command word.

A gore golem can store blood sufficient to heal damage equal to half its maximum hit points. Any vampire can drink from this "blood bank" at twice the normal rate of blood drain. These "banked" hit points are not counted toward the golem's maximum or current hit points, and a vampire cannot drain a gore golem normally—only from its supply of banked blood.

For example, a 22 hp gore golem can bank up to 11 hp worth of blood, and a vampire scion can drink from it at a rate of 4d4 hp per round (or 4d6 hp per round, with the Improved Blood Drain feat).

Construct Type: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects; cannot heal damage; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected.

Magic Immunity (Ex): Gore golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows.

Casting *contagion* on a gore golem does not affect the creature, but all blood stored in its bank is permanently spoiled for vampires and their kin. The spoiled blood provides no nourishment, cannot counter the effects of the Thirst, and does not heal damage. *Remove disease* or *heal* cancels this effect.

Casting *control water* (the *lower water* version) deals 2d6 points of damage to the gore golem and reduces any blood stored in its bank by half. *Horrid wilting* instantly slays a gore golem.

Skills: A gore golem receives a +8 bonus on Swim checks made to perform a special action or avoid a hazard while swimming, and can always take 10 when swimming. *Gore golems receive a +8 racial bonus on Escape Artist checks when attempting to squeeze through an opening.

Construction

A gore golem's body is composed of more than 11 gallons of fresh blood, taken from a dozen Medium sentient creatures. The blood is poured into a glass volume, in the rough shape of a biped, which dissolves into a membrane when the golem is animated.

The golem costs 10,000 gp to create, which includes 500 gp for the construction of the glass body housing. Assembling the body requires a successful Craft (glassblowing) or Alchemy check (DC 13).

The creator must be a vampire with at least 10 HD. Completing the ritual drains 500 XP from the creator and requires the creator to make a blood gift of 15 hit points to the creation.

Unseelie

Unseelie, sometimes called dark fey, are the evil cousins of good woodland spirits. They hate beauty and goodness, and seek to frighten, mislead, and even kill those who wander into their domain. Dark fey are the creations and servants of Molkeegan (see Chapter 6: The Gods and Their Servants), the demon queen of their kind.

Combat

Dark fey prefer to fight from concealment, striking and then fading back into their surroundings.

Glaistig

Medium Fey (Aquatic)

Hit Dice: 4d6+4 (18 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft., swim 30 ft.
AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Attacks: Debilitating touch +2 melee touch; or dagger +4 ranged
Damage: Debilitating touch 2d4 temporary Strength; dagger 1d4/19–20
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Strength damage, dominate person, water mastery
Special Qualities: Fire vulnerability
Saves: Fort +2, Ref +6, Will +6
Abilities: Str 10, Dex 14, Con 12, Int 10, Wis 14, Cha 18
Skills: Bluff +10, Diplomacy +12, Disguise +10, Intimidate +6, Listen +8, Perform (dance, song, any 4 others) +10, Spot +8, Swim +8
Feats: Improved Initiative

Climate/Terrain: Temperate and warm aquatic and marsh
Organization: Solitary or pair
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 5–8 HD (Medium)
Level Adjustment: +2

Glaistigs are evil water faeries, perhaps distantly related to nixies. They appear as beautiful female humanoids, but they have the legs of a goat hidden beneath their clothes.

Glaistigs lure men to the edge of a lake or pond and then steal their essence with a debilitating touch. The helpless victim is taken back to the glaistig's underwater lair to host the faerie's young.

These dark fey are not truly amphibious, but they can survive out of water for up to an hour.

Combat

Glaistigs use their *dominate person* ability to lure victims in close, then attempt to reduce their Strength to 0.

If threatened, glaistigs attack with a thrown dagger and dive into the closest body of water.

Dominate Person (Su): Three times per day, glaistigs can create a *dominate person* effect as the spell from a 10th-level caster (save DC 19). A single glaistig can dominate only one subject at a time. The save DC is Charisma-based.

Strength Damage (Su): The touch of a glaistig deals 2d4 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 cannot move but can perform purely mental actions (such as casting a spell with no components).

Water Mastery (Ex): A glaistig gains a +1 bonus on attack and damage if both it and its opponent touch water. If the opponent or glaistig is landbound, the glaistig takes a –4 penalty on attack and damage. (These modifiers are not included in the statistics block.)

Fire Vulnerability (Ex): A glaistig takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

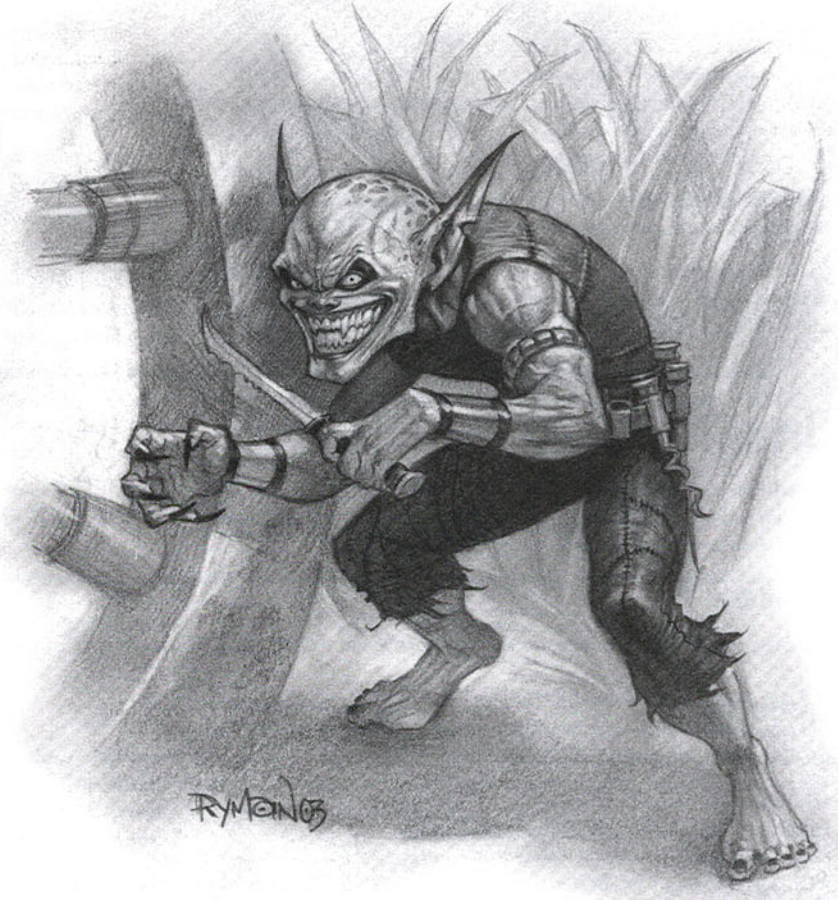
Skills: A glaistig receives a +8 bonus on Swim checks made to perform a special action or avoid a hazard while swimming, and can always take 10 when swimming.

Gremlin

Fine Fey

Hit Dice: 1/4 d6–4 (1 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 10 ft., climb 10 ft.
AC: 25 (+8 size, +3 Dex, +4 haste), touch 25, flat-footed 22
Attacks: Fine warhammer +4 melee; or Fine javelin +11 ranged
Damage: Fine warhammer 1d2–4/x3; Fine javelin 1
Face/Reach: 1/2 ft. by 1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Haste, low-light vision
Saves: Fort –4, Ref +5, Will +4
Abilities: Str 2, Dex 16, Con 2, Int 10, Wis 14, Cha 10
Skills: Climb +7, Disable Device +11, Escape Artist +10, Hide +26, Listen +5, Move Silently +10, Open Lock +10, Pick Pocket +6, Spot +5, Use Rope +6
Feats: Improved Initiative

Climate/Terrain: Temperate and warm land and civilized areas
Organization: Gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating: 1/3
Treasure: None
Alignment: Always chaotic evil
Advancement: 1–3 HD (Fine)
Level Adjustment: +1



Gremlins are malicious fey that delight in dismantling things. Their size allows them to creep into the tightest spaces, where they go to work with pint-sized hammers and thieves' tools to ruin door hinges, clockworks, traps, drawbridges, wagon axles, pulleys and winches, and anything else they can get their mischievous hands on.

A full-grown gremlin is no larger than a mouse, and looks like a tiny blue goblin with a toothy grin.

Combat

Gremlins would rather run than fight, but if cornered they slash with their toylike hammers and throw miniscule picks and chisels like javelins.

Haste (Su): Gremlins are supernaturally quick. They can take an extra partial action each round, as if affected by a *haste* spell. They also benefit from a +4 haste bonus to AC.

Skills: Gremlins receive a +8 racial bonus on Disable Device checks, and a +4 racial bonus on Escape Artist, Hide, Move Silently, and Open Lock checks. Gremlins receive a +8 bonus on Climb checks and can always take 10 even if rushed or threatened when climbing.

Nuckelavee

Large Fey (Aquatic)

Hit Dice: 8d6+32 (60 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 40 ft., swim 60 ft.
AC: 21 (–1 size, +2 Dex, +10 natural), touch 11, flat-footed 19
Attacks: 2 hooves +8 melee, bite +6 melee, 2 claws +6 melee
Damage: Hoof 1d6+5; bite 1d4+2; claw 1d8+2
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Horrific appearance, breath weapon, trample 2d6+7
Special Qualities: Immunities, low-light vision, sunlight powerlessness
Saves: Fort +6, Ref +8, Will +8
Abilities: Str 21, Dex 14, Con 19, Int 8, Wis 14, Cha 16
Skills: Jump +12, Listen +12, Move Silently +11, Spot +12, Swim +13
Feats: Improved Initiative, Multiattack

Climate/Terrain: Any aquatic
Organization: Solitary or pair
Challenge Rating: 7
Treasure: None
Alignment: Always chaotic evil
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: +4

Nuckelavees are among of the most horrible of the dark fey.

The lower half of a nuckelavee is a horse with fiery eyes and poisonous breath. Out of the back of this horse sprouts a human-shaped body, with arms so long that they sweep the ground, topped by a lolling, spineless head. Worse yet, a nuckelavee has no skin—its veins and muscles are clearly visible.

Combat

Nuckelavees haunt desolate waterways, seeking out lone victims who stray too close to the shore.

Breath Weapon (Su): Cone of poisonous gas, 40 feet, every 1d4 rounds (but no more than five times per day); Fortitude save (DC 18), initial and secondary damage 2d6 temporary Constitution. The save DC is Constitution-based.

Horrific Appearance (Su): The sight of a nuckelavee is so revolting that anyone who sets eyes upon one must succeed at a Fortitude save (DC 17) or instantly be weakened, taking 2d8 points of temporary Strength damage. The save DC is Charisma-based. This cannot reduce a creature's Strength score below 0, but anyone reduced to Strength 0 is helpless; it cannot move but can perform purely mental actions (such as casting a spell with no components). Creatures who successfully save cannot be affected again by the same nuckelavee's horrific appearance for one day.

Trample (Ex): A nuckelavee can trample Medium or smaller creatures for 2d6+7 points of damage. Opponents who do not make attacks of opportunity against the nuckelavee can attempt a Reflex save (DC 19) to halve the damage. The save DC is Strength-based.

Immunities (Ex): Nuckelavees are immune to cold, electricity, and fire.

Sunlight Powerlessness (Ex): Nuckelavees are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A nuckelavee caught in sunlight cannot attack and can take only partial actions.

Skills: A nuckelavee receives a +8 bonus on Swim checks made to perform a special action or avoid a hazard while swimming, and can always take 10 when swimming.

Redcap

Medium Fey

Hit Dice: 7d6+21 (45 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Attacks: 2 claws +7 melee (or longspear +7 melee), stamp +2 melee
Damage: Claws 1d8+4; longspear 1d8+6/x3; stamp 2d8+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Battle frenzy, unnerving gaze, vicious wounding
Special Qualities: Keen senses, rejuvenation
Saves: Fort +5, Ref +6, Will +6
Abilities: Str 19, Dex 12, Con 16, Int 11, Wis 12, Cha 16
Skills: Hide +10, Knowledge (local) +5*, Listen +11, Move Silently +10, Search +10, Spot +11
Feats: Improved Bull Rush, Power Attack

Climate/Terrain: Cold and temperate mountains
Organization: Solitary
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 8–14 HD (Medium); 15–21 HD (Large)
Level Adjustment: +4

Redcaps are evil and wicked creatures with a warlike bent.

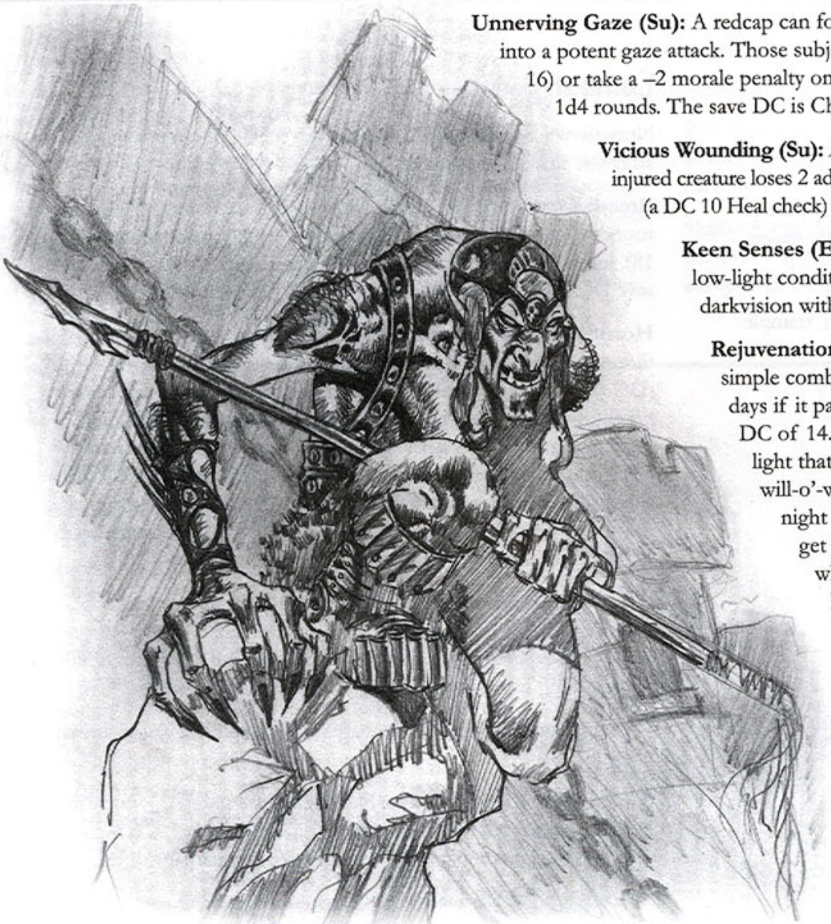
Redcaps live in mountains that have a history of fighting, the site of many foul deeds. They prefer old towers or half-ruined castles where slaughter has occurred, and only a single redcap haunts each place.

A redcap looks like a very old, broad-shouldered man with skinny arms and hands ending in long, sharp talons. It wears iron boots and a cap that is dyed red with the blood of anyone who tries to sleep in its territory. Redcaps always carry longspears.

Combat

Recaps are brutal opponents who take advantage of their strength and weapon reach to overcome opponents. They like to rush their enemies and stamp with their heavy iron boots.

Battle Frenzy (Ex): A redcap can work itself into a battle frenzy similar to the barbarian's rage ability (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, –2 AC penalty) for a +2 morale bonus on attacks and damage and 14 extra hit points. The frenzy lasts 6 rounds, and the redcap suffers no ill effects afterward.



Unnerving Gaze (Su): A redcap can focus the bitter psychic imprint of its surroundings into a potent gaze attack. Those subjected to the gaze must succeed at a Will save (DC 16) or take a –2 morale penalty on all attack and damage rolls, saves, and checks for 1d4 rounds. The save DC is Charisma-based.

Vicious Wounding (Su): A hit from a redcap's claws causes a bleeding gash. The injured creature loses 2 additional hit points each round until the injury is bound (a DC 10 Heal check) or the creature dies.

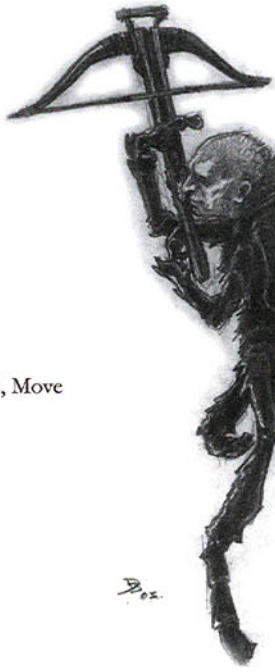
Keen Senses (Ex): A redcap sees four times as well a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 120 feet.

Rejuvenation (Su): It is difficult to destroy a redcap through simple combat: The "destroyed" creature restores itself in 2d4 days if it passes a level check (1d20 + the redcap's HD) with a DC of 14. The restored redcap appears first as a incorporeal light that haunts the region, resembling marsh gas or a will-o'-wisp, and finally coalesces in its old form on the night of the next full moon. As a rule, the only way to get rid of a redcap for sure is to determine the reason why its lair is tainted (these are usually places where horrible slaughter took place) and cleanse the place of its negative energy—either magically (through *consecrate* or *hallow*), or by bringing justice to the perpetrators of the atrocity. The exact means varies with each individual and may require a good deal of research.

Skills: Redcaps receive a +4 bonus on Listen and Spot checks. *They also receive a +6 racial bonus on Knowledge (local) checks for the area around their haunts.

Sluagh

Small Fey



Hit Dice: 2d6+2 (9 hp)
Initiative: +2 (Dex)
Speed: 20 ft., climb 20 ft.
AC: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15
Attacks: Club +0 melee; or light crossbow +4 ranged
Damage: Club 1d6–2; light crossbow 1d8/19–20
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Animate objects, spell-like abilities
Special Qualities: Low-light vision
Saves: Fort +1, Ref +5, Will +4
Abilities: Str 6, Dex 14, Con 12, Int 8, Wis 12, Cha 12
Skills: Climb +6, Concentration +2, Hide +15, Intimidate +6, Listen +6, Move Silently +11, Spot +6
Feats: Quicken Spell-Like Ability

Climate/Terrain: Any hills, mountains, and underground
Organization: Gang (2–4) or band (6–11)
Challenge Rating: 2
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 3–5 HD (Small)
Level Adjustment: +1

Sluagh are evil fey of the hills and mountains. Some accounts say they are grigs corrupted by Molkeegan's taint, others that they are spawn of demons. Whatever they are, the sluagh haunt forsaken areas and prey on unsuspecting travelers. A sluagh resembles a stout, black beetle with the head of a grimy, grim-faced human. It can stand upright to fight or converse but switches to all six legs when running.

Combat

Cowardly and mean-spirited, sluagh usually stay out of sight and use their special attacks to deal with trespassers. They defend themselves with clubs and light crossbows but run if attacked by a superior force.

Animate Objects (Su): Once per day, a sluagh can animate an object within 60 feet as though by the spell *animate objects* from a 20th-level caster. This object defends the sluagh to the best of its ability, but it doesn't follow specific instructions.

Spell-like Abilities: At will—*ghost sound*; 3/day—*scare*. These abilities are as the spells from a 6th-level sorcerer (save DC 11 + spell level).

Skills: Sluagh receive a +4 racial bonus on Hide and Move Silently checks. Sluagh receive a +8 bonus on Climb checks and can always take 10 even if rushed or threatened when climbing.

Vampiric Dragon

Not all dragons with dreams of eternal life turn to lichdom; some take the path of vampirism instead. These creatures are only tangentially related to standard vampires and vampire scions. A standard vampire cannot turn a dragon into a vampire scion or vampire spawn, and a vampiric dragon cannot create new scions from humanoids. Nevertheless, these two vampiric strains share more similarities than differences.

Creating a Vampiric Dragon

"Vampiric dragon" is a template that can be applied to any evil dragon (hereafter referred to as the "base creature"). The creature's type changes to "undead," though its subtype is not affected. A vampiric dragon uses all the base creature's statistics and special abilities except as noted here.

Speed: Same as the base creature. If the base creature has a swim speed, the vampiric dragon retains the ability to swim and is not vulnerable to immersion in running water (see below).

AC: Natural armor improves by +1 per dragon age category.

Special Attacks: A vampiric dragon retains all the special attacks of the base creature and also gains the following special attacks.

Blood Drain (Ex): A vampiric dragon can suck blood from a living victim that is susceptible to critical hits with a grapple check that results in a successful pin. If it pins its foe, it drains blood, dealing permanent Constitution drain each round the pin is maintained, as set out in the table on the next page.

Breath Weapon (Su): The base creature's breath weapon is replaced by a cone of toxic gas that causes blood to erupt from the eyes, nose, mouth, and even pores. This breath weapon deals damage according to the dragon's age category, as set out in the table on the next page.

The save DC to resist this breath weapon is equal to 10 + 1/2 vampiric dragon's HD + vampiric dragon's Charisma modifier.

Call to the Cold Blood (Su): Vampiric dragons command lesser cold-blooded creatures with a thought. Once per day a vampiric dragon can call forth a single giant octopus or giant squid (must be within 100 feet of the ocean), a clutch of 2–5 troglodytes, a swarm of 2–5 Medium vipers, or a gang of 4–9 kobolds as a standard action. These creatures arrive in 2d6 rounds and serve the vampiric dragon for up to 1 hour.

Create Spawn (Su): A dragon or magical beast slain by a vampiric dragon's energy drain attack rises as a vampiric thrall (see the Vampiric Thrall entry below) 1d4 days after death.

If the vampiric dragon instead drains the victim's Constitution to 0 or less with its blood drain attack, the slain creature returns as a vampiric thrall if it had fewer than 10 HD or was a magical beast, and as a new vampiric dragon if it had 10 or more HD and was a dragon. In either case, the new undead creature is under the command of the vampiric dragon that created it and remains enslaved until its master's death.

Domination (Su): A vampiric dragon can dominate a humanoid enemy just by meeting its eyes. This ability is similar to a gaze attack, except that the vampiric dragon must take a standard action, and those merely looking at it are not affected. Anyone the vampiric dragon targets must succeed at a Will save or fall instantly under the creature's influence as though by a *dominate person* spell cast by a 12th-level sorcerer. This ability has a range of 60 feet.

Energy Drain (Su): Living creatures hit by a Medium or larger vampiric dragon's claw attack gain negative levels according to the dragon's size, as set out in table on the next page. Each negative level bestowed grants the vampiric dragon 5 temporary hit points.

The save DC to remove a negative level is 10 + 1/2 vampiric dragon's HD + vampiric dragon's Charisma modifier.

Frightful Presence (Ex): Since the dragon's Charisma score improves by +4, the save DC for its frightful presence ability increases by +2.

Special Qualities: A vampiric dragon retains all the special qualities of the base creature and also gains the following special qualities.

Alternate Form (Su): A vampiric dragon can assume the shape of a giant lizard, kobold, pseudodragon, Small viper, or troglodyte as a standard action. This ability is similar to a *polymorph self* spell cast by a 12th-level sorcerer, except that the vampiric dragon can assume only one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise.

Blood Gift (Ex): A vampiric dragon can feed its own blood to another vampire (including blood puppets and vampiric thralls) or vampiric dragon to heal it. It costs 1 hp to start the process, and the vampiric dragon can transfer up to 1 hp per round per level of the lowest-level vampire in the exchange, to a maximum of 10 hp per round.

Damage Reduction (Su): A vampiric dragon has damage reduction 15/+1 or its natural damage reduction, whichever is greater.

Vampiric Dragon Blood Drain

Dragon Size	Constitution Drain
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Vampiric Dragon Breath Weapon

Dragon Age Category	Breath Weapon Damage
Wyrmling	2d8
Very young	4d8
Young	6d8
Juvenile	8d8
Young adult	10d8
Adult	12d8
Mature adult	14d8
Old	16d8
Very old	18d8
Ancient	20d8
Wyrm	22d8
Great wyrm	24d8

Vampiric Dragon Energy Drain

Dragon Size	Negative Levels
Tiny	—
Small	—
Medium	1
Large	2
Huge	2
Gargantuan	3
Colossal	3

Fast Healing (Ex): A vampiric dragon heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vampiric dragon automatically assumes gaseous form and attempts to escape. It must reach its lair within 2 hours or be utterly destroyed. Once at rest in its lair, it rises to 1 hit point after 1 hour, then resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampiric dragon can assume gaseous form at will, as the *gaseous form* spell cast by a 5th-level sorcerer. The dragon can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

The Thirst (Ex): A vampiric dragon takes 1d8 + 1/HD points of damage every day at noon, as a bit of its essence is "cooked off" by positive energy. This damage can be healed only by draining blood.

Turn Resistance (Ex): A vampiric dragon gains +4 turn resistance.

Resistances (Ex): A vampiric dragon gains cold and electricity resistance 20.

Vampire Weaknesses and Vulnerabilities (Ex): A vampiric dragon is susceptible to the standard weaknesses and vulnerabilities described in **Chapter One: The Vampire Scion**.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Int +2, Wis +2, Cha +4. As undead creatures, vampiric dragons have no Constitution score.

Skills: Vampiric dragons receive a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Feats: Vampiric dragons gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes as bonus feats, assuming that the base creature meets the prerequisites and doesn't already have these feats.

Climate/Terrain: Same as the base creature, plus underground.

Organization: Solitary or pair.

Challenge Rating: Same as the base creature +2.

Alignment: Always evil (any).

Level Adjustment: Same as the base creature +4.

Sample Vampiric Dragon

This example uses an adult green dragon as the base creature.

In life, Green Jack ruled a stretch of lonely woods at the foot of a volcano but lived in fear of an older red female who laired at its peak. He scratched out a mean living by waylaying forest travelers and skulked in the deep shadows under the forest canopy, out of sight of his rival, hiding his few valuables in earthen pits and in the trunks of dead trees.

When he surprised a small copper raiding one of his stashes, he wasted no time in attacking the intruder. But this dragon that seemed so young and weak took Jack apart, draining his life force with a few blows and finally ordering him to lie still. The stranger, now visibly pale and shaking with desire, bit into his neck and drained his life's blood in a torrent. Jack awoke to undeath at dusk, but it was days before he came to understand his new limitations and powers.

Before long his red dragon rival was dead, her strong blood pouring in rivers down the steep slopes of her lair, and the forest and all the lands around were Jack's. He left the red's corpse to rot in plain view of the road, and to this day rumors of the red dragon's intact hoard bring incautious treasure-seekers through his woods.

Today Green Jack maintains a crypt dug deep inside an undercut bank, sealed with powerful magic during the day. He has dominated a gang of bandits and enthralled forest creatures to serve as his eyes and ears, and these servants sometimes seek out choice victims from nearby towns to suit their master's pleasure. When threatened, Green Jack prefers to send one of his thralls into battle first, to gauge his enemy's strength (he prefers a hieracosphinx or manticore for this task).

Jack is finally happy, and plans to continue his reign for a long, long time.

Green Jack

Vampiric adult green dragon; CR 14; Huge undead (Air); HD 20d12; hp 130; Init +5; Spd 40 ft., swim 40 ft., fly 150 ft. (poor); AC 34 (touch 9, flat-footed 33); Atk +28 melee (2d8+10, bite), +23 melee (2d6+5, 2 claws), +23 melee (1d8+5, 2 wings), +23 melee (2d6+15, tail slap), or +28 melee (2d8+10, crush); Face/Reach 10 ft. x 20 ft./10 ft.; SA Blood drain 1d8 Con/round, breath weapon, call to the cold blood, create spawn, domination, energy drain, frightful presence, spell-like abilities, spells; SQ Alternate form, blindsight, blood gift, cold and electricity resistance 20, damage reduction 15/+1, fast healing 5, gaseous form, immunity to acid, sleep, and paralysis, keen senses, the Thirst, SR 21, +4 turn resistance, undead, vampiric weaknesses and vulnerabilities, water breathing; AL LE; SV Fort +12, Ref +15, Will +16; Str 31, Dex 12, Con —, Int 18, Wis 19, Cha 20. ECL: 30.

Skills and Feats: Bluff +36, Concentration +23, Diplomacy +9, Escape Artist +24, Hide +24, Intimidate +7, Knowledge (arcana) +19, Listen +37, Move Silently +32, Search +12, Sense Motive +35, Spellcraft +25, Spot +37, Swim +18; Alertness, Cleave, Combat Reflexes, Flyby Attack, Great Cleave, Hover , Improved Initiative, Lightning Reflexes, Power Attack, Snatch.

Breath Weapon (Su): Cone of toxic gas, 50 feet long, once per 1d4 rounds; damage 12d8, Fortitude half DC 25.

Domination (Su): Will save DC 25.

Energy Drain (Su): Claw, 2 negative levels; Fortitude save DC 25 to remove.

Frightful Presence (Ex): Creatures (other than dragons) with fewer than 20 HD must make a Will save (DC 25) to resist. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with more than 5 HD become shaken for 4d6 rounds.

Spell-like Abilities: 3/day—*suggestion* as a 6th-level sorcerer (save DC 18).

Sorcerer Spells Known (6/8/5; save DC 15 + spell level): 0—*arcane mark, dancing lights, detect magic, mage hand, prestidigitation, read magic;* 1st—*alarm, expeditious retreat, mage armor, magic missile;* 2nd—*mirror image, see invisibility.*

Vampiric Thrall

Not all of a vampire's attendants are humanoids. Animals, beasts, and magical beasts can serve their undead masters just as well, and they suffer none of the moral conflicts a sentient creature endures when it undergoes the Change.

A vampiric thrall is normally created when a living creature willingly takes a blood gift from a vampire or vampire scion. The master must give up at least 10 hp in blood (this heals normally), and gains 1 negative level for every 4 HD of thralls it creates (round down). The negative levels remain as long as the thralls are in the vampire's service. They disappear only if a sufficient HD total of vampiric thralls are slain. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the thrall is in the vampire's service.

A vampiric dragon can also create a vampiric thrall simply by reducing a creature's Constitution to 0 through blood drain. It does not incur negative levels for doing so.

Vampiric Thrall Damage

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Vampiric Thrall Blood Drain

Thrall Size	Blood Drain Damage
Up to Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	2d6

Creating a Vampiric Thrall

"Vampiric thrall" is a template that can be applied to any corporeal animal, beast, or magical beast (hereafter referred to as the "base creature"). The creature's type does not change. A vampiric thrall uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: All the base creature's Hit Dice (current and future) become d12s.

Attacks: A vampiric thrall retains all the base creature's attacks and also gains a bite attack if it didn't already have one.

Damage: If the base creature does not normally have a bite attack, use the damage values in the table below. Otherwise, use the values below or the base creature's value, whichever is greater.

Special Attacks: A vampiric thrall retains all the special attacks of the base creature and also gains the following special attacks.

Blood Drain (Ex): A vampiric thrall can suck blood from a living victim that is susceptible to critical hits with a grapple check that results in a successful pin. If it pins its foe, it drains blood, dealing damage according to its size each round the pin is maintained. Drained hit points are applied to the vampiric thrall as permanent hit points, though hit points gained in this manner never allow the vampiric thrall to exceed its normal hit point maximum.

Special Qualities: A vampiric thrall retains all the special qualities of the base creature, plus darkvision with a 60-foot range. It also gains the following special qualities.

Ageless (Su): Vampiric thralls do not incur ability score penalties for aging, and they cannot be magically aged. Any penalties the base creature may already have, however, remain. Bonuses from aging still accrue. A blood puppet does not die from extreme age.

The Thirst (Ex): A vampiric thrall takes 1d2 + 1/HD points of damage every day at noon, as a bit of its essence is "cooked off" by positive energy. This damage can be healed only by drinking blood.

Undead Essence: For purposes of special abilities and spell effects, vampiric thralls are treated as undead. For instance, rangers whose favored enemy is undead gain bonuses when hunting them, and *undead bane* weapons affect them as if they were undead.

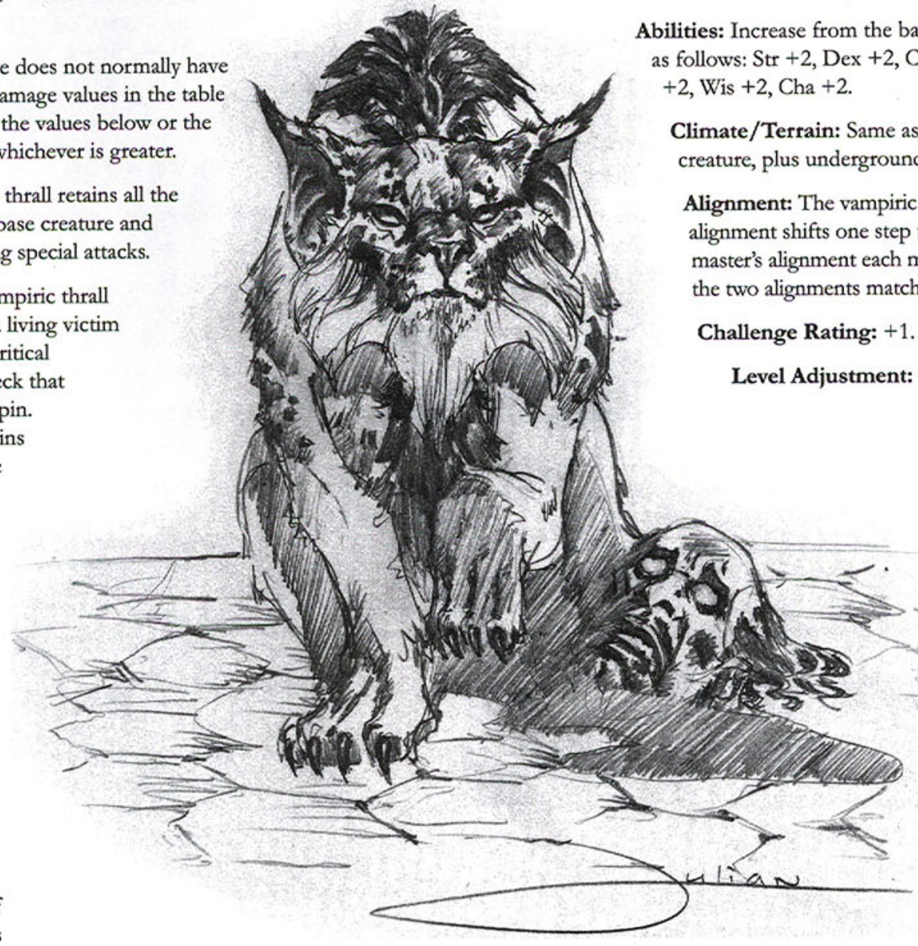
Abilities: Increase from the base creature as follows: Str +2, Dex +2, Con –2, Int +2, Wis +2, Cha +2.

Climate/Terrain: Same as the base creature, plus underground.

Alignment: The vampiric thrall's alignment shifts one step toward its master's alignment each month until the two alignments match.

Challenge Rating: +1.

Level Adjustment: +1.



Vampiric Thrall Cat

Tiny Animal

Hit Dice: 1/2d12–1 (5 hp)
Initiative: +3 (Dex)
Speed: 30 ft.
AC: 15 (+2 size, +3 Dex)
Attacks: 2 claws +5 melee, bite +0 melee
Damage: Claw 1d2–3, bite 1d3–3
Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks: Blood drain
Special Qualities: Ageless, darkvision 60 ft., the Thirst, undead essence
Saves: Fort +2, Ref +5, Will +2
Abilities: Str 5, Dex 17, Con 8, Int 4, Wis 14, Cha 9
Skills: Balance +11, Climb +6, Hide +18*, Listen +5, Move Silently +10, Spot +5
Feats: Weapon Finesse (bite, claw)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Often chaotic neutral
Advancement: —

This example uses a cat as the base creature.

Many vampiric thralls are lesser creatures such as cats, dogs, and other household pets. Vampiric spellcasters usually put their familiars through the change. Some deranged vampires create more dangerous thralls, using dire animals, displacer beasts, sphinxes, and the like.

Combat

Vampiric thrall cats are of little danger to anyone, but their combination of superior stealth and intelligence make them excellent spies and messengers. They attempt to run if faced with any organized threat but defend themselves with bite, claws, and blood drain if cornered.

Blood Drain (Ex): 1 point of damage each round the pin is maintained.

The Thirst (Ex): A vampiric thrall cat takes 1d2+1 points of damage every day at noon, which can be healed only with a blood gift.

Skills: Vampiric thrall cats receive a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance checks. They use their Dexterity modifier for Climb checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Vermin

All vermin are immune to mind-influencing effects and have darkvision with a range of 60 feet.

Giant Corpseworm

Large Vermin

HD: 10d8+40 (85 hp)
Initiative: –1 (Dex)
Speed: 15 ft., burrow 10 ft., climb 10 ft.
AC: 8 (–1 size, –1 Dex), touch 8, flat-footed 8
Attacks: Bite +12 melee
Damage: Bite 1d10+9
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Rend 1d10+9, shredding jaws
Special Qualities: Amorphous, darkvision 60 ft., tremorsense, vermin
Saves: Fort +11, Ref +2, Will +2
Abilities: Str 23, Dex 8, Con 19, Int —, Wis 8, Cha 7
Skills: Climb +14, Hide –5*, Listen +5, Spot +5
Climate/Terrain: Temperate and warm marsh and underground
Organization: Solitary, clutch (2–5), or tangle (4–12)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 11–20 HD (Large); 21–30 HD (Huge)

These repulsive creatures are the larval form of various giant beetles, notably giant stag beetles. Despite their fearsome appearance, giant corpseworms feed exclusively on dead and decaying matter. A giant corpseworm resembles an enormous maggot with pale white flesh and black beady eyes, its forelegs constantly cleaning and lubricating its sawlike mandibles.

Although living creatures have nothing to fear from giant corpseworms—and in fact some communities cultivate them in their sewers and dumps—to the undead they are a horrible menace. Most sages agree that the giant corpseworm is the only natural predator of the corporeal undead. Intelligent undead actively avoid these vermin, and even zombies show some reluctance to approach them.

At least one vampire, the venerable Lord Ashketh of Parmantaigne, keeps an especially large specimen in his dungeons as an unspoken threat to underlings who might otherwise neglect their master's commands.

Combat

Giant corpseworms do not attack living creatures unless provoked, and even then prefer to simply burrow deeper into their foul nests of garbage and offal. A giant corpseworm attacks with its huge jaws, shearing off whole chunks of dead and decaying flesh with every bite.

Amorphous (Ex): Giant corpseworms have shapeless anatomies and thus are not subject to critical hits. Having no clear front and back, they cannot be flanked.

Rend (Ex): If a giant corpseworm hits with its bite attack, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 1d10+9 points of damage.

Shredding Jaws (Ex): These creatures' jaws are specially designed to saw through the leathery meat of dead and undead alike. A giant corpseworm's bite attack is treated as a +2 weapon for purposes of overcoming damage reduction.

Tremorsense (Ex): A giant corpseworm can automatically sense the location of anything within 60 feet that is in contact with the ground.

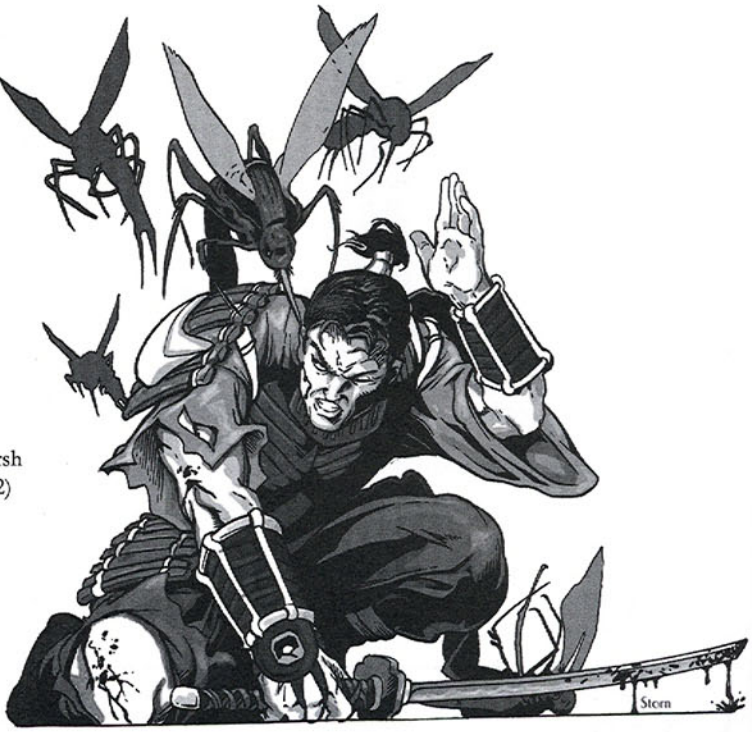
Skills: Giant corpseworms receive a +8 bonus on Climb checks and can always take 10 even if rushed or threatened when climbing. *Because of its corpse-white skin, a giant corpseworm receives a +8 bonus on Hide checks when buried or partially buried in a pile of decomposing bodies.

Giant Mosquito

Small Vermin

HD: 1d8+1 (5 hp)
Initiative: +4 (Dex)
Speed: 5 ft., fly 60 ft. (good)
AC: 17 (+1 size, +4 Dex, +2 natural), touch 15, flat-footed 13
Attacks: Bite +1 melee
Damage: Bite 1d4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Anticoagulant, blood drain, sneak attack
Special Qualities: Scent, vermin
Saves: Fort +3, Ref +4, Will +2
Abilities: Str 10, Dex 18, Con 12, Int —, Wis 14, Cha 11
Skills: Hide +8, Listen +6, Move Silently +8, Spot +6

Climate/Terrain: Cold, temperate, and warm forest and marsh
Organization: Flight (2–6), swarm (3–9), or infestation (4–12)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small); 4–5 HD (Medium)



Giant mosquitoes are dangerous pests found from the tropical swamps to the cold forests of the world. They breed and hunt year-round in warmer climates but are active only after the spring thaw in cold regions. Wherever they are found, these bloodsuckers are a threat to all warm-blooded creatures that encounter them.

Vampires sometimes raise these vermin on their demesnes as an ironic gesture, and to deter intruders. Giant mosquitoes are particularly useful since they do not feed from vampires or any other undead creatures.

Combat

Like their smaller cousins, giant mosquitoes fly low across the countryside in search of prey. They prefer to attack by surprise, striking at a target's back to drain blood, and then quickly darting away. These creatures are particularly dangerous in groups, when they can flank their prey and sneak attack at will.

Anticoagulant (Ex): On a successful bite attack, a giant mosquito injects its saliva into the wound. This substance is a potent anticoagulant that also anesthetizes the site. The victim must succeed at a Fortitude save (DC 11), or its blood becomes dangerously thin. The save DC is Constitution-based. For 1 minute following a failed save, each successful attack against that creature has the effect of a wounding weapon (lose an additional 1 hp/round from each consecutive attack). This bleeding can be halted with a successful Heal check (DC 15) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on).

Blood Drain (Ex): If a giant mosquito makes a successful bite attack, it drains blood from its victim. This deals 1d4 points of temporary Constitution damage per strike. Once the giant mosquito has dealt Constitution damage equal to twice its starting hit points, it flies off to digest the meal.

Sneak Attack (Ex): If a giant mosquito can catch an opponent that is unable to defend itself effectively from attack, it can strike a vital spot for extra damage. Whenever the giant mosquito's target would be denied its Dexterity bonus to AC, or when the giant mosquito flanks a target, its blood drain attack deals an additional 1d4 points of temporary Constitution damage (for a total of 2d4).

Scent (Ex): Although giant mosquitoes do not literally smell their prey, they are able to detect heat and breath within 30 feet with senses that function identically to scent.

Giant Mosquito Larvae

The larvae of giant mosquitoes swarm in the surface film of stagnant ponds and brackish estuaries. They grow to the size of a man's hand and are reputed to be very tasty—some compare their flavor to a poached hen's egg.

An alchemist can render a dozen giant mosquito larvae into a special draught that grants the imbiber a +4 resistance bonus on saves against the adult mosquito's blood-thinning venom for 1 hour. Creating this potion has a DC of 15. The process takes 2 hours, requires access to an alchemist's lab, and costs 2 gp per draught in additional materials (5 gp per draught if the larvae must be purchased).

Chapter Six: The Gods and Their Servants

Most vampires are eminently selfish and callous, and have no time for sentimentality. Coupled with the reality of eternal life and the need to escape detection, they are not known for their piety. Still, many retain some measure of their mortal craving for the divine, and others simply pay homage in the expectation of material rewards in return.

This chapter presents two vampire religious systems designed for use in any campaign. The first is a monotheistic cult devoted to an entity known only as "the Beast," while the second is a loose collection of demigods collectively called the Great House. These faiths interact in interesting ways with the alternative concepts of vampires in **Chapter Two: The Way of Blood**, and by using different combinations of these elements you can drastically change the nature of vampires in your campaign.

All deities are described using the simplified format outlined below.

Names: The first part of an entry lists the deity's name in large type, followed by several other monikers the deity is known by. It also notes the deity's rank: greater deity, lesser deity, or demigod.

Symbol: A deity's holy symbol can take many forms. This lists the most common representation of the deity and the symbol that the deity's clerics use as a divine focus.

Alignment: This lists the deity's alignment.

Domains: This lists the domains the deity may grant to clerics. Those marked with an asterisk (*) are new domains described in Chapter 7: Spells and Magic.

Favored Weapon: This notes the deity's favored weapon. When clerics of the deity cast *spiritual weapon,* the weapon takes that form.

- The Beast -

The Beast is a traditional racial deity. His cults are widespread and popular among vampires and scions; some vampiric dragons, and even vampiric thralls and blood puppets, pay him homage.

Overview

The Beast asks little from his followers other than appropriate reverence for bloodshed and mindless slaughter. His cults meet in abandoned homes and empty warehouses, and in large cities they sometimes take over the operation of another temple and keep a second, darker altar in a hidden room or crypt.

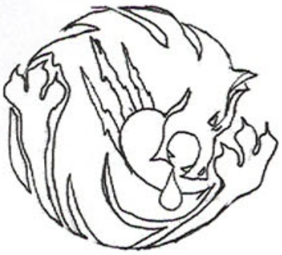
Origin Story

The origins of his cult are lost, but the origin of the Beast himself is widely known. He was the first vampire among the gods, exiled for preying on lesser deities. The greater gods of the pantheon sentenced him to an eternity of hunger and forbade him from fathering children. But his consort, the Goddess of the Night, took pity on him and gave him the gift of the Change, allowing him to create kin wherever he roamed. This gift led to the first cult of the Beast in the ancient cities of the world, and the first vampire scions were born from the ranks of his high priests.

The Beast [Lesser Deity]

The Blood Regent, the Hunter Lord

Symbol:	A rampant wolf, its mouth drawn open in a snarl
Alignment:	Chaotic evil
Weapon:	Slam (natural weapon)
Domains:	Blood*, Chaos, Death, Evil



The Beast has been described as the vampires' collective savagery and bloodlust made real. He is behind the blood rage they experience when close to succumbing to the Thirst, and he was the first to create vampire scions from mortal subjects.

More vampires and scions worship the Beast than any other deity, and his scattered cults show remarkable consistency in practices and teachings. Foremost among these is the ritual of his summoning. Once every seven years, the cults gather in secret and offer blood sacrifice to their lord. The truly devout gorge themselves beforehand and then slit themselves open on the altar, offering all but a few

ounces of heart's blood to his glory. Suicides are not uncommon, among vampires who desire to be taken into his service in the Outer Planes. At the culmination of the festivities, the Beast possesses one of the faithful and leads his followers on a horrific crusade of destruction for seven days. At the end of this time, the deity's avatar is ritually devoured by the congregation, and his bones become sacred cult relics.

- The Great - House

The Great House (sometimes mockingly called "the royals" by followers of the Beast) is a loose pantheon of demigods who share a connection to vampires and the occult. Whether they share a common origin, or have simply drifted together over the centuries, is not known. Worshipers of one deity often have no idea of the full scope of the pantheon, or even that there *is* a pantheon. This is no accident: Most members of the Great House willfully confuse the issue or even punish followers for splitting their affections. Only Djorl (see below) encourages his worshipers to pay homage to the others.

Overview

Worship of the demigods of the Great House varies widely, carried out under many names and many practices by vampire cults around the world. However, though all their cults accept mortal worshipers, the higher mysteries are reserved for vampires only.

There is another puzzling connection between the members of the Great House: They are all associated with one or more cards from the enigmatic *deck of many things*. Some scholars believe that these entities are behind the power of the artifacts, either engineering their construction or instilling magic into their respective cards. In any case, the worshiper of a deity of the Great House who holds a card associated with his patron casts all domain spells at +1 caster level.

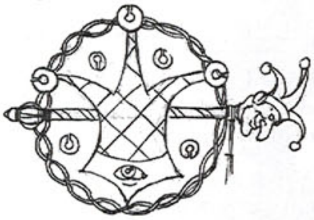
Origin Story

The lore of the Great House teaches that the first vampires came into being at thevery beginning of time. They were revered by all other creatures and given one child out of every two born in sacrifice. Then the proud young races came—haughty elves, arrogant humans, and stubborn dwarves—and a great war was fought between the old and new. The young races were victorious, but the Great House begged the ascendant gods to show mercy on their faithful.

Instead of being destroyed utterly for their folly, all the world's vampires were cursed with weakness. They were forced into the nighttime world, forbidden to cross water or approach a good and holy place. In the ages since, they have recovered much of their strength but still must kneel before the power of the young races. The Great House teaches that only faithful worship can bring vampires out of their long exile and return them to their place of prominence.

Adiemre [Demigod]

Knave of Bells, The Fool



Symbol:	Fool's cap and scepter, toadstool, or hobbyhorse, among others
Alignment:	Chaotic neutral (clerics can only be chaotic neutral or chaotic evil)
Weapon:	Fool's scepter or stage sword (club)
Domains:	Chaos, Mania*, Trickery

The Knave of Bells is a tittering mad-thing who dwells in the cracks and forgotten places of the world. His capering form flits from abandoned fields to lonely reservoirs, summers in sanitariums and torture chambers, and rules over an obscene court of the misshapen and insane that can be visited only in dreams.

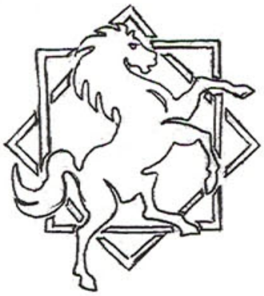
His nature is largely unknown: Some speculate that the Fool is an archetype of the imagination given power through worship, others that he is shared delusion of the mad. Evidence of his existence is difficult to find—he does not leave gifts for his followers, and he avoids scholarly investigation with maddening ease. One sage of the northlands compared pursuit of this being with finding the base of a rainbow or chasing the moon through a dark wood.

Whether or not he truly exists as a sentient creature, Adiemre's power is undeniable. He dispenses lunacy and inspiration in even draughts, and he is credited by artists and poets as often as his name is screamed aloud by maniacs. Some of his favorite subjects are actors and playwrights, whose willful manipulation of narrative appeals to his casual approach to objective reality. Masqued players and rag men (see **Chapter Four: Prestige Classes**) pay homage to Adiemre with elaborate pageants and random murders carried out in organized underground temples, but most adherents to his cult are solitary lunatics and artists who make no organized prayers and devote to him nothing but the prize of their sanity.

Adiemre has many symbols. Stylized versions of them are sometimes scratched into the stone walls of sanitarium cells. He is associated with the fool, idiot, and jester cards from the *deck of many things*.

Brand [Demigod]

Ace of Swords, the Herald



Symbol:	Eight-pointed star with a device of a black horse
Alignment:	Chaotic evil
Weapon:	None
Domains:	Chaos, Destruction, Evil

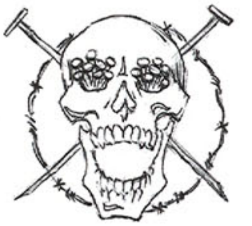
Brand is a mysterious and singularly destructive figure whose appearance on the Material Plane precedes great sorrow and ruin. As he strides across the countryside, the wake of his passage cleaves mountains and shatters whole forests, leaving a track like the rut of an enormous plow. Sages have speculated that his seemingly random path describes a continent-wide magic circle designed to open a *gate* to another world.

Brand has appeared at least seven times in recorded history, falling as a meteorite from the sky into cold hills and remote marshlands, and on one occasion into the crowded marketplace of a major city. On all recorded visits, he has appeared as a humanoid creature composed of pure darkness, with eyes that shine like blue-white stars. His trespasses are seemingly without malice: The entity has never been observed to speak, to move any faster than a walk, or to raise his hand in anger. In the one case he responded to an attack (a *meteor storm* cast by the archmage Griflet) he simply raised his head and smiled, revealing blazing white teeth and causing his attackers to flee in terror.

Whether Brand is truly a deity or merely the avatar of some other being is unknown. No organized church pays reverence to him, but some scourges and nighthawks (see **Chapter Four: Prestige Classes**) bear his symbol for luck. He is associated with the knight, rogue, and skull cards from the *deck of many things*.

Djorl [Demigod]

Burning Hand, the Hierophant



Symbol:	A skull with its eye sockets hammered ful of iron spikes
Alignment:	Lawful evil
Weapon:	Morningstar
Domains:	Blood*, Evil, Law

Djorl is the chief cleric of the Great House and is credited with bringing their worship to the first vampires at the dawn of history. He watches over all worshipers of the pantheon, and in many ways he is its patriarch.

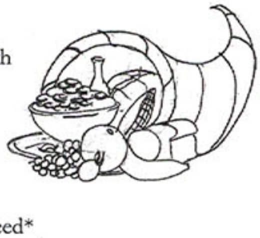
Unlike many of the other pantheon members, Djorl's physical existence is apparent. He often appears in person to his worshipers, and his acts of vengeance are well documented. Also unlike his peers, he demands strict obedience and regular sacrifice, preferring blood offerings and the ashes of burned holy texts.

Djorl's avatar on the Material Plane is a blasphemous parody of a lawful good high priest. He appears as a cadaverous figure dressed in blood-soaked white robes, wearing hideous golden jewelry set with human teeth and bones and a tall miter decorated with scenes of carnage in gemstone mosaic. His eyes are pierced by broad iron nails and continually run with blood. His wide mouth is filled with broad, flat teeth that sit haphazardly in their sockets. He bears a tall staff topped with an ornate finial that blazes with fire when he is angry.

Djorl's mark is sometimes stamped onto holy symbols from good churches. He is worshiped by black abbots and scourges (see **Chapter Four: Prestige Classes**), as well as by pious scions who want to appease the pantheon as a whole. He is associated with the comet, star, sun, and throne cards from the *deck of many things*.

Jejua [Demigod]

The Feasting Lord, King of Cups, the Jolly



Symbol:	Horn of plenty filled with gold, fowl, cups of wine, jewelry, and sausage links
Alignment:	Chaotic evil
Weapon:	Cleaver (handaxe)
Domains:	Blood*, Chaos, Evil, Greed*

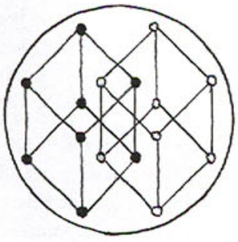
The Feasting Lord is a particularly sinister deity, because at first blush he appears innocuous and even benevolent. On the surface his cult's teachings seem pleasant, and its activities are tolerated—even welcomed—in civilized areas where the truth has not yet been revealed. In reality Jejua is an ancient and hungry monster who drives his followers to ever more decadent and perverse pursuits.

Jejua's cult preaches the pleasures of a good and full life and encourages followers to partake of all the fruits of hard work and success. Only initiates of his cult know the reality behind these bland pronouncements: Human flesh and blood are the church's sacraments, and cannibalism is the only worship their lord accepts. All high priests of the cult are inducted into the deeper mysteries, which culminate in their death and rebirth at the hand of the lead vampire. These mysteries are blasphemies beyond understanding, the holy writ filled with occult uses for all the organs and fluids of the human body, and with many secrets of esoteric power.

When Jejua appears to the faithful, he resembles an impossibly obese man with the legs of a goat and piglike jaws who wears a towering military helmet. He is covered in grease and castoffs from his feast, a towering repast of human blood and body parts that always accompanies his manifestation. Any cultist who takes part in this cannibalistic orgy must make a successful Will save (DC 30) or take 2d6 points of permanent Wisdom drain and shift his alignment permanently to chaotic evil. A vampire who indulges in the great feast gains a +1 resistance bonus on all saves for the next year.

Jejua is the patron of cannibals and killers, and many vampires pay him regular homage. Regents and revelers (see **Chapter Four: Prestige Classes**) are among his most faithful followers. He is associated with the gem, key, moon, and ruin cards from the *deck of many things.*

MHKH [Demigod]



The Magus, Opener of the Ways

Symbol: A drawing of a tesseract
Alignment: Neutral evil
Weapon: Dagger
Domains: Evil, Knowledge, Magic

The entity known as MHKH is a vile mathematical abstraction that has been worshiped since the dawn of history by those who seek secret and arcane knowledge. Its worship is endlessly complicated, and few even among learned sages know its true name—the acronym MHKH was created to keep the mind-blasting revelation of its nature from the casual reader. Those who worship it in earnest sink into deep cogitation, only periodically emerging with the fruits of their flights into the invisible world. Great advances in geometry, algebra, astronomy, and alchemy have been credited to its followers, but many who descend into the misty lands of reverie never return, their spirits tempted to follow trails of thought that have no destination and no end.

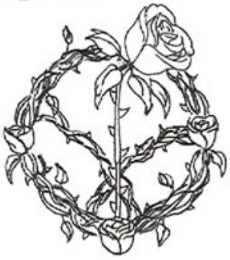
No formal holy texts to MHKH exist. Instead, hints of its nature appear in pamphlets, hymnals, public notices, primers, histories, and snatches of overheard conversation—the initiate unpeeling significance from ciphers and veiled allusions. Most of these references are placed by people with no idea of their significance, a choice of words sparked by unusual inspiration; many report feeling full of ideas, or on the verge of a revelation, but this feeling quickly passes. Only the faithful are granted a glimpse of the whole picture, assembling it from these scraps like a painter rendering a landscape from a thousand tiny studies.

MHKH has appeared in the world only a handful of times, each coinciding with a great discovery in mathematics and the sciences. Its physical form is immense, stretching out to cover whole city blocks or filling a wizard's tower. It resembles an animate fog dotted with bizarre geometric forms and peering eyes. Physical reality seems to bend and stretch in its presence, time flowing at great speed or even running backwards, and the laws of gravity and basic spatial relationships become as malleable as wax.

A great number of sages and learned ones worship MHKH without being fully aware of it, believing instead that they are dedicated to the pursuit of knowledge in its purest form. They make offerings in the form of time, their lives eroding decade by decade in the lonely pursuit of insight. Liches and some vampires—notably black abbots and vampire mages (see **Chapter Four: Prestige Classes**)—worship the deity consciously by disseminating forbidden knowledge and sacrificing the innocence of the uninitiated.

MHKH is symbolized by a mathematical expression of four dimensions, often drawn as the projected shape of a tesseract. He is associated with the donjon, Fates, and vizier cards from the *deck of many things.*

Molkeegan [Demigod]



Queen of Brambles, Queen of the Unseelie Court

Symbol: A wreath of hawthorn roses, sometimes drawn in blood
Alignment: Chaotic evil
Weapon: Longbow
Domains: Animal, Chaos, Evil, Plant

Molkeegan began her climb to power as a lowly succubus in the service of a demon prince whose name is lost to history. Even by demonic standards, she was a vicious and spiteful creature whose hatred of elves and good fey was boundless. After several notable successes on the Material Plane, including her seduction and recruitment of a council of good druids, Molkeegan was promoted to the Abyssal nobility.

Over time Molkeegan spread her influence across countless alternate realties, and eventually she overcame the bounds of corporeality to become a demigod. Today her seat of power is a fortress deep in the brambles of a haunted forest that has expressions on infinite planes. Here she twists the good-natured spirits and fey of all worlds into dark, menacing shapes.

The Queen of Brambles appears as a severely beautiful elf woman with the abdomen, legs, and wings of a monstrous wasp. She carries an intelligent longbow called *Darkroot* when hunting elves and fey. Her consort is Shedim, the Prince of Lycanthropes, and they sometimes hunt together, their werewolf and unseelie minions ranging far ahead in pursuit of prey.

Few vampires pay homage to Molkeegan, with the exception of foundlings (see **Chapter Four: Prestige Classes**), who serve her faithfully and execute her bidding in the material world. Most worship takes place in the Unseelie Court itself, which is filled with riotous celebration and horrific torture in equal measures. She is associated with the Euryale, flames, and talons cards from the *deck of many things*.

Chapter Seven: Spells & Magic

Vampires and their ilk have developed foul magic that exploits the power of blood.

- Spell Lists -

Fang & Fury adds many new spells to your game. These spells add to the spell lists of the various classes as shown below.

Adept Spells

1st-Level

Cock's Crow. Your voice disrupts vampires.
Evil Eye. –1 to an ability; or –1 on saves; or –1 on checks.
Horned Hand. +1 on saves against spells and supernatural effects, additional +1 against curses.

Bard Spells

1st-Level

Cock's Crow. Your voice disrupts vampires.

Cleric Spells

0-Level

Cock's Crow. Your voice disrupts vampires.
Evil Eye. –1 to an ability; or –1 on saves; or –1 on checks.
Horned Hand. +1 on saves against spells and supernatural effects, additional +1 against curses.

2nd-Level

Scab Armor. Draws blood from a willing subject and grants a +4 natural armor bonus to AC.

3rd-Level

Namewrack. Inflicts agonizing pain on a vampire.

4th-Level

False Dawn. Your body radiates brilliant sunlight.

5th-Level

Dominate Scion. You command a vampire scion, blood puppet, or vampiric thrall.

Sorcerer and Wizard Spells

0-Level

Abjur **Horned Hand.** +1 on saves against spells and supernatural effects, additional +1 against curses.
Trans **Evil Eye.** –1 to an ability; or –1 on saves; or –1 on checks.

1st-Level

Necro **Cock's Crow.** Your voice disrupts vampires.

2nd-Level

Div **Blood Spy.** Drain blood from a creature to gain a bonus on scrying it.

3rd-Level

Necro **Namewrack.** Inflicts agonizing pain on a vampire.

4th-Level

Conj **Call Lesser Scion.** Summons a vampire scion of up to 8 HD to fight for you.

5th-Level

Trans **Meat Shroud.** Transforms a corpse into a protective suit.

6th-Level

Conj **Call Scion.** Summons a vampire scion of up to 16 HD to fight for you.
Necro **Dominate Scion.** You command a vampire scion, blood puppet, or vampiric thrall.

8th-Level

Conj **Call Greater Scion.** Summons a vampire scion of up to 24 HD to fight for you.

9th-Level

Necro **Blood Burst.** Deals 1d8 damage/level within 100 ft, and dead creatures explode for 4d6 damage.

- New Cleric Domains -

Vampires' deities hold sway over the dark aspects of unlife, exemplified in the new cleric domains described here.

Blood Domain

Deities: The Beast, Djorl, Jejua.

Granted Power: Once per day, you can deal maximum damage with your blood drain attack for 1 round. For example, a vampire scion without the Improved Blood Drain feat would drain 8 points. You can declare you are using this power after making an attack roll, but not after rolling blood drain damage.

Blood Domain Spells

1 **Blood Spy***. Drain blood from a creature to gain a bonus on scrying it.
2 **Blood Messenger***. Creates a Tiny construct that follows your commands.
3 **Boil Blood***. Deals heat damage over time.
4 **Thin Blood***. Subject takes wounding damage when hit by a slashing or piercing attack.
5 **Blood Bond***. Pool your hit points with allies.
6 **Heart Leech***. You drain blood at a distance from a creature you have drained once before.
7 **Clot***. Clots the blood of a creature, killing it or dealing 10d8 damage.
8 *Horrid wilting*
9 **Blood Burst***. Deals 1d8 damage/level within 100 ft., and dead creatures explode for 4d6 damage.

Greed Domain

Deity: Jejua.

Granted Power: You gain a +4 bonus on Appraise checks, and a +4 bonus on all Diplomacy checks that involve haggling over the price of an item or service.

Greed Domain Spells

1 *Undetectable aura*
2 *Arcane lock*
3 *Sepia snake sigil*
4 *Secret chest*
5 *Major creation*
6 *Guards and wards*
7 *Instant summons*
8 *Antipathy*
9 *Soul bind*

Mania Domain

Deity: Adiemre.

Granted Power: You gain Quick Draw as a bonus feat, even if you lack the prerequisites.

Mania Domain Spells

1 *Expeditious retreat*
2 *Hideous laughter*
3 *Blink*
4 *Haste*
5 *Animate dead*
6 *Transformation*
7 *Mass haste*
8 *Irresistible dance*
9 *Time stop*

- New Spell Descriptions -

The following spells are presented in alphabetical order.

Blood Bond

Conjuration (Healing)

Level: Blood 5
Components: V, S, M
Casting Time: 1 action
Range: (25 ft. + 5 ft./2 levels)
Targets: One vampire/3 levels, no two of which can be more than 30 ft. apart
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

You create a supernatural bond among vampires, vampire spawn, or vampire scions. Each creature included in the bond is linked to all the others, sharing a "pool" of hit points.

When the spell is cast, total the current hit points of all participants. This becomes a single hit point total for the group, and any damage taken by any participant is subtracted from this pool. For example, if three vampires with 20, 42, and 76 hp are bonded, they share a pool of 138 hp for the duration of the spell. When the spell ends, participants return to their starting hit point total, reduced by the average of all damage (or increased by the average of all healing) sustained by all participants. For example, if attacks against the same three vampires dealt 12, 31, and 8 points of damage while the spell was active, they would each take 17 points of damage when the spell effect ends.

The blood bond can be established only among willing subjects, who therefore receive no saving throw and do not apply spell resistance.

Material Component: A scrap of parchment, inscribed with the secret names of all participants, then smeared with your blood during casting.

Blood Burst

Necromancy

Level: Blood 9, Sor/Wiz 9
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Targets: Living creatures within a 25-ft.-radius spread
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

This spell causes all affected creatures to swell with blood and fluid, dealing 1d8 points of damage per caster level (maximum 25d8). Any creature killed by this spell explodes in a shower of gore, dealing 4d6 points of damage to anything within 10 feet and leaving a slick spot that produces the effects of a *grease* spell (1 round/level).

Blood produced by this spell is magically tainted. It provides no nourishment, cannot counter the effects of the Thirst, and does not heal damage.

This spell has no effect on creatures that have no Constitution score.

Material Component: A leech or mosquito filled with blood, which is popped as the spell is cast.

Blood Messenger

Transmutation

Level: Blood 2
Components: V, M (see text)
Casting Time: 10 minutes
Range: 0 ft.
Effect: One Tiny construct
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You sacrifice some of your blood, which is transformed into a Tiny construct that obeys your mental commands. This creature has the ability scores and natural abilities of a cat, lizard, monkey, rat, Tiny viper, or weasel (your choice) but has the construct type, with no Intelligence score. You can send the creature to deliver a message to a location well known to you, to retrieve an object you know well, or to go to any area and return when a specified condition is met (such as a sunrise, or the appearance of a person known to you).

The messenger resembles a crude, claylike sculpture of the chosen animal. It is obviously created, but with a Craft (sculpture) check you can disguise it as a mundane animal; your check opposes a Spot check made to discern its true nature. This disguise is only effective at a distance and does not stand up under close examination: observers within 30 feet gain a +2 circumstance bonus on the Spot check.

You take 1d6 points of damage from blood loss when you cast this spell, which can be regained normally through feeding, or by devouring the blood messenger as a move-equivalent action (this also ends the spell).

Blood Spy

Divination

Level: Blood 1, Sor/Wiz 2
Components: S
Casting Time: 1 action
Range: Touch
Target: Living creature bitten
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes

After casting this spell, you must successfully drink blood from the target. Your blood drain attack deals normal damage, but if you leave your target alive, some of your essence remains, which allows you to scry on that individual more easily in the future. If the target fails its save, you make all Scry checks against it as if you were familiar with it (base DC 5) and benefit from a +4 circumstance bonus on the check. The target's immediate surroundings count as "very familiar" for purposes of determining the success of a *teleport* spell.

This spell has no effect on creatures that are not subject to critical hits or are otherwise immune to blood drain.

The effect can be removed with *remove disease, remove curse*, or *heal. False vision* does not remove the effect but does confuse scrying as normal.

Boil Blood

Transmutation [Fire]

Level: Blood 3
Components: V, S
Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels, no two of which can be more than 30 ft. apart
Duration: 7 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes

You slowly heat the target's blood, dealing damage over time. On the first round of the spell, the target feels uncomfortably warm but takes no damage. During the second and the next-to-last rounds, searing pockets of blood cause intense pain and deal heat damage. On the third, fourth, and fifth rounds, the creature's entire blood supply is steaming hot and deals severe heat damage, as shown below.

Boil Blood

Blood Round	Temperature	Damage
1	Warm	None
2	Searing	1d6 points
3–5	Steaming	2d6 points
6	Searing	1d6 points
7	Warm	None

Any source of cold intense enough to deal damage to the creature negates damage from the spell on a point-for-point basis. For example, if the target takes 2 points of damage from *boil blood*, and on the same round is hit by a *ray of frost* for 3 points of cold damage, it takes no damage from *boil blood* and instead takes 1 point of cold damage during the round.

This spell has no effect on creatures that are not subject to critical hits.

Call Lesser Scion

Conjuration (Summoning)

Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned vampire scion
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons a vampire scion of up to 8 HD whose secret name you know. It appears where you designate and acts immediately on your turn, attacking your opponents to the best of its ability. If you share a language with the summoned scion, you can direct it to perform other actions or attack a specific opponent. The summoned scion acts normally on the last round of the spell and disappears at the end of its turn.

Material Component: A wax effigy of the scion to be summoned, which incorporates an article of clothing, lock of hair, or blood from that creature.

Call Scion

Conjuration (Summoning)

Level: Sor/Wiz 6
Effect: One summoned vampire scion

As *call lesser scion*, except you can summon one scion of up to 16 HD or 1d3 scions of up to 8 HD each.

Call Greater Scion

Conjuration (Summoning)

Level: Sor/Wiz 8
Effect: One summoned vampire scion

As *call lesser scion*, except you can summon one scion of up to 24 HD, 1d3 scions of up to 16 HD each, or 1d4 scions of up to 8 HD each.

Clot

Necromancy [Death]

Level: Blood 7
Components: V
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You cause the target's blood to coagulate in its veins, killing it instantly. A creature that succeeds at a Fortitude save is only partially affected, taking 10d8 points of damage instead.

This spell has no effect on creatures that are not subject to critical hits.

Clot counters *thin blood* (see that entry, below).

Cock's Crow

Necromancy

Level: Adp 1, Brd 1, Clr 0, Sor/Wiz 1
Components: V
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One vampire
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

Your voice becomes the crowing of a cockerel at dawn, carrying a timbre of positive energy that disorients and disrupts vampires. If the target fails its save, it loses its next turn from debilitating pain and takes 2d6 points of damage. If it makes its save it can act normally but still takes 1d6 points of damage. This spell has no effect on any creature besides vampires.

Dominate Scion

Necromancy

Level: Clr 5, Sor/Wiz 6
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature (see text)
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

You can control the actions of any vampire scion, blood puppet, or vampiric thrall, but not a full-fledged vampire. You establish a direct link to the Negative Energy Plane and bend the target to your will, just like the command result from a rebuke undead attempt.

If you share a language with the target, you can force it to perform any actions you desire within the limits of its abilities. If you have no common language, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the scion is experiencing, but you do not receive direct sensory input from it.

Scions resist this control, and those forced to take action against their nature receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Self-destructive orders (such as walking into full sunlight) are ignored. Once control is established, the range at which it can be exercised in unlimited, as long as you are both on the same plane. However, the scion receives a new saving throw with a +2 bonus after every hour spent out of your sight.

Evil Eye

Transmutation

Level: Adp 1, Clr 0, Sor/Wiz 0
Components: S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: Yes

You make an occult gesture and glare at a creature within range to place a minor curse on it. You choose one of the following three effects, depending on the version selected:

- –1 effective decrease to an ability score (minimum 1).
- –1 enhancement penalty on saving throws.
- –1 enhancement penalty on skill checks.

The effects of the *evil eye* can be dispelled. They can also be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Evil eye counters *horned hand* (see that entry, below).

False Dawn

Evocation

Level: Clr 4
Components: V
Casting Time: 1 action
Range: 0 ft.
Area: 5-ft.-radius sphere + 5 ft./2 levels, centered on you
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

Sunlight blazes from your body, filling the area around you with dazzling white radiance. Any creature (other than you) caught in the area of effect must succeed at a Reflex save or be blinded for 1d6 rounds. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat, loses any Dexterity bonus to AC, grants a +2 bonus to attack rolls against it, moves at half speed, and takes a –4 penalty on Search checks and most Strength- and Dexterity-based skill checks. Creatures to whom sunlight is harmful or unnatural are blinded permanently if they fail their save.

Additionally, any undead creature specifically affected by sunlight (such as vampires and wraiths) that is caught in the area of effect must succeed at a Will save or lose half its current hit points (round down).

Heart Leech

Necromancy

Level: Blood 6
Components: S
Casting Time: 1 action
Range: Touch (see text)
Target: Living creature bitten
Duration: See text
Saving Throw: Fortitude partial (see text)
Spell Resistance: Yes

After casting this spell, you must successfully drink blood from the target. Your blood drain attack deals normal damage, but if you leave your target alive you can attempt to create a supernatural link between your hearts. If the target fails its save, you can drink from it at a distance, the blood draining from the target's body magically and transferring to yours instantly as long as you are both on the same plane. You can feed from a target in this manner no more than three times, and each feeding can last no longer than half your caster level in rounds.

Drinking blood at a distance is a full-round action that provokes an attack of opportunity. The target receives a Fortitude saving throw each time you attempt this action. On a failure, you drain its blood normally. If the save succeeds, you drain blood at half your normal rate.

The supernatural connection forged by this spell also transmits information about you to the target. Although it gains no special knowledge of you or your location, it can make Scry checks to observe you as if familiar with you (base DC 5), and your immediate surroundings count as "very familiar" for purposes of determining the success of a *teleport* spell.

A *heart leech* can be removed with *remove disease*, *remove curse*, or *heal*. This spell has no effect on creatures that are not subject to critical hits or are otherwise immune to blood drain.

Horned Hand

Abjuration

Level: Adp 1, Clr 0, Sor/Wiz 0
Components: S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You make an arcane gesture with one hand, targeting a single creature within range. The subject gains a +1 resistance bonus on saving throws against spells and spell-like abilities. It gains an additional +1 resistance bonus on saves against curse effects, including *evil eye* and *bestow curse.*

Horned hand counters *evil eye* (see that entry, above).

Meat Shroud

Transmutation

Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Corpse touched
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

You transform the corpse of a creature into a macabre suit of flesh that protects the wearer from the effects of sunlight. A vampire that wears a *meat shroud* is not destroyed when exposed to sunlight; instead it takes 1d4 points of damage per round from direct exposure and 1d2 points of damage per round from dim or indirect sunlight. The *meat shroud* is relatively fragile: If the wearer takes more than 5 points of damage from any one source, the suit falls to pieces and leaves the wearer unprotected.

Additionally, the wearer of a *meat shroud* gains a +4 circumstance bonus on Disguise checks made to impersonate the race of the individual whose corpse is so transformed. A creature cannot wear a suit made from a creature of a different size category; a "long" creature cannot wear a suit made of a "tall" creature, and vice versa.

Material Component: The corpse of a creature that has been dead no longer than 3 days.

Namewrack

Necromancy

Level: Clr 3, Sor/Wiz 3
Components: V, M
Casting Time: 1 action
Range: Unlimited
Target: One vampire scion
Duration: 2d10 x 10 minutes (D)
Saving Throw: None
Spell Resistance: Yes

You speak the true name of a vampire scion aloud, burning an inscription bearing its name. The target is transfixed by agonizing pain, reducing its Dexterity score by –2 and imposing a –4 penalty on attack rolls, skill checks, and ability checks. Both effects until the end of the spell's duration or until the effect is dismissed.

Namewrack is often used by a vampire to force the obedience of a scion the caster has put through the change. Vampire scions tend to be very strong-willed until they experience the agony of this spell.

Material Component: The secret name of the target, inscribed on a strip of paper, parchment, or birch bark, which is burned as the spell is cast.

Scab Armor

Transmutation

Level: Clr 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

The *scab armor* spell draws blood from a subject and hardens it to a tough, scabby carapace, granting a +4 natural armor bonus to AC. The effect deals 2d4 points of damage to the target from blood loss.

This spell can be cast only on a willing subject, who therefore receives no save and does not apply spell resistance. It has no effect on creatures that are not subject to critical hits or are otherwise immune to blood drain.

Thin Blood

Necromancy

Level: Blood 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

You cause the target's blood to become thin and watery, making even slight wounds potentially deadly. Each time the target takes damage from a slashing or piercing weapon, it must succeed at a Fortitude save or suffer the effects of a wounding weapon, losing an additional 1 hp per round per bleeding wound.

This spell has no effect on creatures that are not subject to critical hits or are otherwise immune to blood drain.

The effects of this spell can be reversed with *remove curse*, *remove disease*, or *heal*. *Thin blood* counters *clot* (see that entry, above).

Chapter Eight: Equipment

Vampires and their kin value survival above all else, and their equipment reflects this obsession. Conversely, those who are dedicated to the destruction of these undead creatures are steeped in lore dealing with their banes. Many of the following items and magic items are intended to benefit vampires and their kin. Some are instead created to defeat these undead horrors.

Spells, feats, and other details introduced in this book are indicated with an asterisk (*).

- Special and Superior Items -

Certain substances and materials have special potency when it comes to vampires.

Embalming Fluid

This colorless fluid has a sharp, distinctive odor that stings the eyes. Produced through the distillation of wood alcohol, it has many alchemical uses besides the embalming of corpses. Fleshy undead creatures such as zombies, ghouls and ghasts, vampire spawn, and vampires (but not incorporeal or skeletal undead like ghosts or skeletons) can drink this fluid to lubricate old joints and stabilize rotting tissues. A single draught of embalming fluid heals 1d4 points of damage (but not damage from the Thirst), but produces such a powerful stench that the imbiber takes a –4 penalty on Disguise checks to appear alive. In addition, all checks made to track the imbiber gain a +4 circumstance bonus.

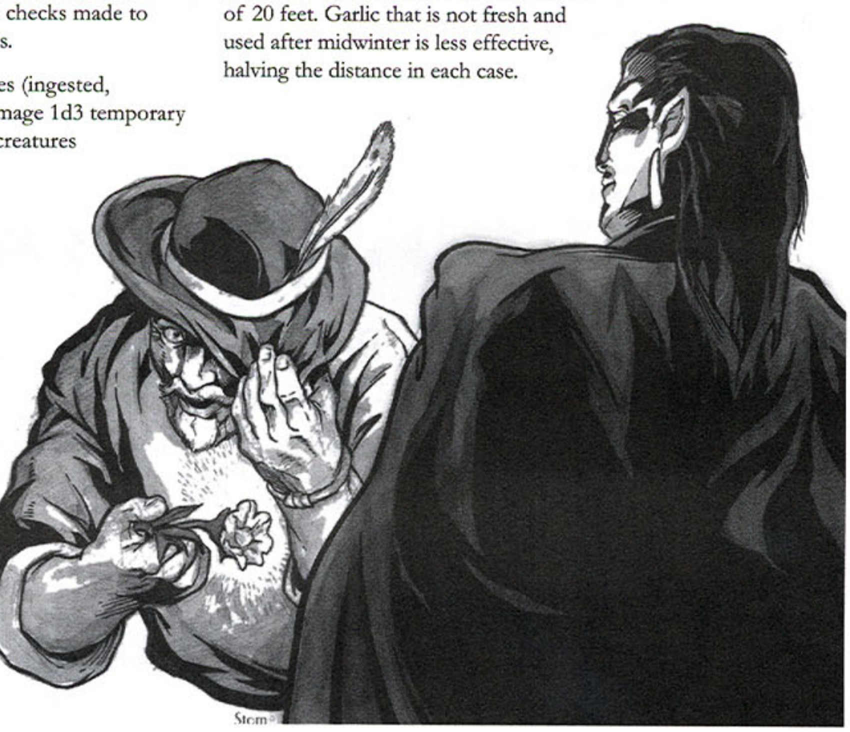
Embalming fluid is poisonous to living creatures (ingested, Fortitude save DC 10; initial and secondary damage 1d3 temporary Wisdom). Some authorities claim that undead creatures that consume too much of this liquid become intoxicated.

Field-Grown Daisy

The power of a field-grown daisy against vampires is deeply rooted in folklore. This common flower was called a "day's eye" in the Old Tongue, and is believed to carry the power of the sun even after being picked. Flourishing a single field-grown daisy, picked not more than 12 hours earlier, can repel a vampire. Displaying the flower is a standard action that provokes an attack of opportunity. All vampires and their kin, including blood puppets and vampiric thralls, and other undead that are vulnerable to sunlight (such as wraiths) within 5 feet of the display must succeed at a Will save (DC 12) or lose their next turn, disoriented by the sudden shock of positive energy. Once used in this manner, the daisy crumbles to dust. A dozen fresh daisies can be had in any springtime market for a few coppers.

Garlic

This common herb comes from the same family as the onion and is of such antiquity as a cultivated plant that tracing its origin with any certainty is impossible. What is certain is that vampires and their ilk cannot abide its smell. Wearing a simple garland of garlic prevents vampires from approaching closer than 5 feet, a small sack of crushed cloves drives them back 10 feet, and a spilled vial of the juice keeps the monsters at a distance of 20 feet. Garlic that is not fresh and used after midwinter is less effective, halving the distance in each case.



No check is required to string garlic buds onto a length of twine, or to crush cloves inside a cloth bag, but refining the juice from raw cloves requires an Alchemy check (DC 10) and 5 pounds of fresh garlic.

Table 8–1: Special and Superior Items

Item	Cost	Weight	Alchemy DC to Create
Embalming fluid, vial	10 gp	*	25
Field-grown daisy, 12	2 cp	*	—
Garlic, crushed cloves, bag	3 sp	1/2 lb.	—
Garlic, garland	2 sp	1/2 lb.	—
Garlic, juice, vial	1 gp	*	10
Mountain ash, 1 lb.	12 gp	1 lb.	15

*No weight worth noting

Mountain Ash

The wood of the mountain ash (also called the rowan tree) is strong and flexible, and yields fine poles and barrel hoops. When cut in early spring and then dried over a fire, mountain ash wood takes on a milky white color and hardens enough to be used in the manufacture of weapons. If the dried wood is then rubbed with its own fruit in summer and dried through the fall, it picks up a mild charge of positive energy that is potent against all undead, but especially against vampires.

Any wooden or mostly wooden weapon (such as an arrow, a spear, or a quarterstaff) made from mountain ash so prepared is treated as a +1 weapon for purposes of overcoming the damage reduction of undead creatures. (The weapon does not actually gain an enhancement bonus on attack or damage.) A piercing weapon made from mountain ash deals double damage on a successful coup de grace attack against a helpless vampire, and that vampire takes a –4 circumstance penalty on its Fortitude save against destruction.

- Armor and Shields -

Stealth and misdirection are key elements of vampire armor. Certain abilities are valuable to nonvampires as well.

Magic Armor and Shields Special Abilities Descriptions

Most magic armor and shields only have enhancement bonuses. They can also have the special abilities detailed here. A suit of armor or shield with a special ability must have at least a +1 enhancement bonus.

Heartguard

Only medium and heavy armor may have this special ability. Heartguard armor incorporates adamantine plating on the chest and back to protect the wearer's heart and lungs, as well as ensorcelments to resist piercing weapons. A vampire wearing such armor is protected from death by staking. An attacker attempting to make a coup de grace attack to stake the wearer must deal sufficient damage to penetrate the armor (hardness 20, 10 hp).

Heartguard armor weighs 25% more than normal.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *stoneskin; Market Price:* +2 bonus.

Table 8–2: Armor and Shields Special Abilities

Special Ability	Market Price Modifier
Masquerade	+1
Shade	+1
Heartguard	+2
Hunting	+2

Hunting

Only armor may have this special ability. The wearer of hunting armor gains a +1 enhancement bonus on attack and damage with natural weapons, and the normal threat range of these weapons is doubled. This special ability applies only to natural attacks that deal slashing or piercing damage.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *keen edge, magic fang, Market Price:* +2 bonus.

Masquerade

Only armor may have this special ability. Masquerade armor creates the appearance of life in the wearer, producing a convincing imitation of respiration, heartbeat, body heat, and even sweat. It grants the wearer a +10 bonus on Disguise checks made to appear alive. This is not an illusion; the armor actually heats the wearer's body and generates an artificial heartbeat and the rhythmic in-and-out of breathing.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *gentle repose; Market Price:* +1 bonus.

Shade

Armor and shields with this special ability protect the wearer from the effects of sunlight. Once per day, the wearer can take a free action to trigger an invisible protective field that surrounds the wearer's body like a shroud. This field degrades on contact with sunlight and disappears after a certain amount of time, depending on the degree of exposure.

Shade

Light Source	Rounds of Exposure
Indirect sunlight	10
Direct sunlight	5
*False dawn** spell	5
Sunbeam spell	1
Sunburst spell	1

The field protects the wielder from any negative effects of sunlight for the listed duration. When the field drops, this protection is lost.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *darkness; Market Price:* +1 bonus.

Specific Armor and Shields

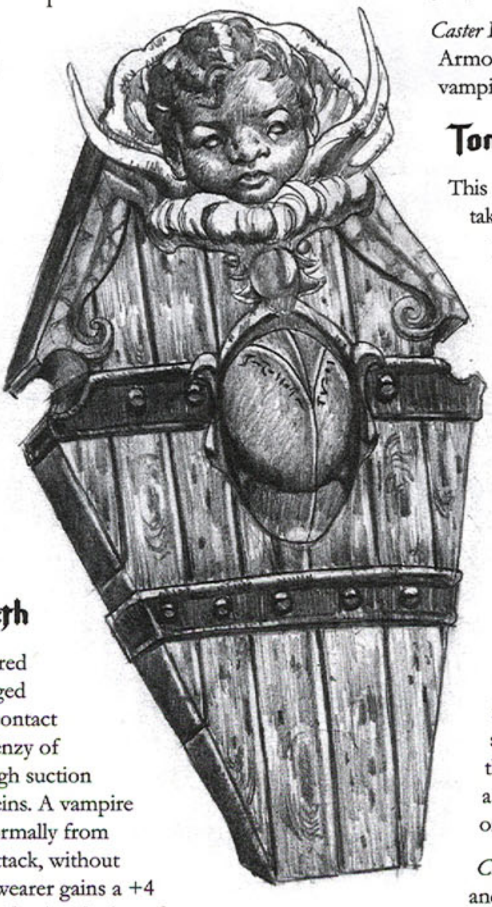
The following preconstructed magic armors were created using elements of the rules in this book and in the core rulebooks.

Armor of the Thousand Teeth

This vile suit of black *+2 full plate* is covered in tiny rasping surfaces that resemble jagged mouths. When these mouths come into contact with living flesh, they surge to life in a frenzy of biting and chewing, draining blood through suction and passing it directly into the wearer's veins. A vampire who wears this armor can drain blood normally from a target simply by hitting with a natural attack, without need of a successful grapple check. The wearer gains a +4 circumstance bonus on grapple checks, and gains the benefits of the Improved Blood Drain feat while draining blood from a target that is grappled.

This armor is utterly and irrevocably evil, and bestows two negative levels on any nonevil creature that wears it. These negative levels never result in actual level loss but cannot be removed by any means, including *restoration* spells, while the armor is worn. Aside from this alignment restriction, *armor of the thousand teeth* behaves like normal *+2 full plate* when worn by a nonvampiric creature.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *vampiric touch*, creator must be evil and a vampire; *Market Price:* 10,650 gp.



Tomb Shield

This *+1 large wooden shield* is embossed with marble taken from funerary plaques and tombstones. Once per day, the wearer can speak a command word to magically transform the shield. Its wooden frame becomes a coffin, and the marble bas relief turns into a headstone. When the wearer climbs into the coffin, closes the lid, and speaks a second command word, the coffin sinks into the earth to a depth of 6 feet (so long as the ground is softer than solid rock). While in the coffin, a vampire does not take additional damage from the Thirst for being away from his grave. With a third command word, the coffin rises to the surface and transforms again into a shield. It takes 3 rounds for the coffin to sink or rise.

The headstone remains on the surface, marking the burial ground, and retains any inscription on the original marble. The exact shape and size of the headstone depends on the source of the stone, and can vary from a simple undecorated marker to a towering, ornate headstone in fine marble.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *move earth, secure shelter; Market Price:* 11,237 gp.

- Weapons -

Vampires and their hunters alike rely on empowered weapons.

Magic Weapon Special Abilities Descriptions

Most magic weapons only have enhancement bonuses. They can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

Heartseeking

Only piercing melee weapons may have this special ability. Heartseeking weapons are crafted with the blood of saints and carried into war against vampire cults by crusaders of all races. A wielder who strikes a vampire or vampire scion with this weapon and threatens a critical can attempt to confirm the critical as a special attack. If the check is successful, the vampire is paralyzed and may take only purely mental actions, such as casting a spell with no components. This special attack does not actually deal critical damage and does not otherwise count as a critical hit.

Caster Level: 14th; *Prerequisites:* Create Magic Arms and Armor, *holy sword*, creator must be good; *Market Price:* +1 bonus.

Leeching

Only slashing and piercing melee weapons may have this special ability. A leeching weapon allows a vampire wielder to drain blood from an opponent struck in melee combat. The amount of blood drained is 1 hp (2 hp on a critical hit), regardless of the weapon's critical multiplier.

This ability has no effect on creatures that are immune to critical hits. It also has no effect when wielded by a nonvampire.

Caster Level: 15th; *Prerequisites:* Create Magic Arms and Armor, *horrid wilting; Market Price:* +3 bonus.

Table 8–3: Weapon Special Abilities

Special Ability	Market Price Modifier
Heartseeking	+1
Leeching	+3

Specific Weapons

The following preconstructed magic weapon was created using elements of the rules in this book and in the core rulebooks.

Ruszh-Sizral

This heavy, blue-steel *+3 bastard sword* was commissioned by an ancient king who went to war against a cabal of shapeshifters and vampires, as armament for the head of his personal guard. Its name means "Make true" in the old Dwarven of its smith, and it banishes illusions and reveals the truth to its wielder.

Ruszh-Sizral is the enemy of all shapeshifters. It deals double damage against any creature that is masking its appearance with illusion or is transformed into another form through *polymorph other*, *polymorph self*, or *shapechange* spells and effects. Once per day the sword bestows the divine version of *true seeing* on a lawful good wielder, as the spell cast by a 10th-level cleric.

Though the blade shows excellent edge and temper, it is a weapon made for the realities of battle. Ruszh-Sizral is unadorned, even plain, with no wrapping on the grip but the leather added by the blacksmith for handling. Any attempt to adorn this sword, even to sheathe it in anything but its rough leather wrapping, reduces it to a nonmagic weapon until the adornment is removed and a cleric casts *atonement* and *remove curse* on the wielder.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *true seeing*, creator must be lawful good; *Market Price:* 70,335 gp.

- Wondrous Items -

Some of the following wondrous items offer protection for vampires, others protection from them.

Grave Tar

This foul-smelling black resin is rendered from the bones and funerary dress of long-dead corpses, and from a toxic flower found only in the dankest lowland marshes. It comes in bricks containing from one to ten doses, which must be softened over a flame before use. Softening one dose and painting oneself with the tar takes 10 minutes. Grave tar lasts 8 hours and prevents additional damage from the Thirst for being away from the grave while the user sleeps. However, it does not protect a vampire from the effects of sunlight.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *darkness; Market Price:* 50 gp per dose; *Weight:* 1 lb. per 10 doses.

Hellisar Tablet

These brittle clay tablets are created singly but are often threaded together on hempen twine to form a crude book. Each tablet is roughly 1 foot square and 1/2 inch thick, fired to a dull finish. By inscribing the true name of a vampire scion or outsider on a tablet (by taking a full-round action), the user gains a +4 insight bonus on her next attack roll or opposed skill check made against the named creature, or increases by +4 the save DC of the next spell she casts against it. Thereupon the *Hellisar tablet* crumbles to dust.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *bestow curse, mark of justice; Market Price:* 2,000 gp; *Weight:* 1 lb.

Mask of the Blackbird

This macabre mask, crafted from the bones and feathers of ravens, shapes the wearer's head to resemble that of a giant raven. Once per day the wearer can speak a command word to transform into a raven, as by *polymorph self* from a 7th-level caster, and transform back with a mental command. This effect lasts up to 7 hours, and ends if the wearer returns to his original form. While in raven form, the wearer gains the benefits of the Alertness feat (+2 bonus on Listen and Spot checks).

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *polymorph self; Market Price:* 10,464 gp; *Weight:* 2 lb.

Mask of Fong

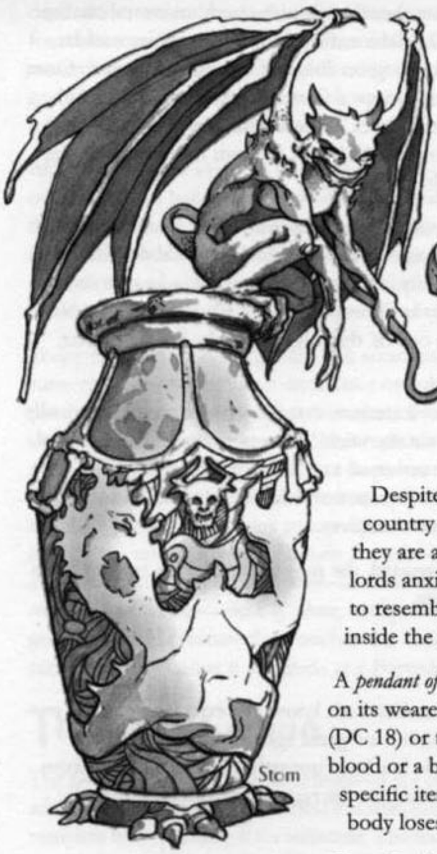
Pieced together from the scales of black carp and sewn onto a black suede backing with the guts of a darkmantle, a *mask of Fong* is supernaturally dark, appearing almost as a hole in space that devours light. The wearer of this mask casts all spells of the shadow subschool as though they were prepared with the Silent Spell and Still Spell metamagic feats (the mask itself does not grant spellcasting ability or knowledge of these spells and feats). A spell's effective level is unchanged, and sorcerers do not spend a full-round action to cast it.

Additionally, the wearer can cast *darkness* three times per day by speaking a command word. This effect is as the spell from a 5th-level caster.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, Silent Spell, Still Spell, *darkness*, any one spell of the shadow subschool; *Market Price:* 9,480 gp; *Weight:* 1 lb.

Ossuary of Bar-Zheth

These sinister creations of the Lower Planes are magically linked to the souls of the damned. Each *ossuary of Bar-Zheth* is a stone urn that stands approximately 3 feet tall. It contains the bones of a creature whose soul was sent to the Lower Planes for punishment, and bears carvings and bas reliefs that depict the soul's transgressions.



Once per day, the bearer of an *ossuary of Bar-Zheth* can summon the specific demon tasked with tormenting this soul. The creature has statistics identical to those of a quasit, but instead of the quasit's *commune* spell-like ability, the demon has the supernatural ability to allow the ossuary bearer to ask three questions of the damned soul once per summoning (otherwise as *speak with dead*). The demon appears instantly and follows the bearer's commands for 10 rounds before returning to the Abyss.

Contact with these items is horribly dangerous. Each time one is used there is a cumulative 1% chance that the demon noble Bar-Zheth (treat as a 30 HD balor) is summoned instead. Bar-Zheth does not answer questions or follow orders; it devours the summoner and fills a new *ossuary* with his bones.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *legend lore, lesser planar binding, speak with dead*, must possess the skeleton of a chaotic evil creature, creator must be evil; *Market Price:* 7,734 gp; *Weight:* 200 lb.

Pendant of Poison Blood

Despite claims by the vampire mage Aurilia, these magic necklaces were invented by a little-known country priest, who created the first example three centuries ago to face down a vampire patriarch. Today they are a vital part of any serious vampire-hunting expedition, and they are equally in demand by vampire lords anxious to avoid the attacks of revelers. Each pendant is crafted from bloodstone or carnelian, cut to resemble a sprig of poison hemlock. During creation a single drop of liquid mercury is injected deep inside the stone, which is then mounted on a backing of cobalt.

A *pendant of poison blood* infuses the wearer's blood with positive energy, deadly to vampires but with no effect on its wearer, so long as it is worn. Any vampire that drains the wearer's blood must succeed at a Will save (DC 18) or take 2d6 points of damage. Like damage from the Thirst, this can be healed only by drinking blood or a blood gift. If the save is successful, the vampire acquires total immunity to blood affected by this specific item (though not by other *pendants of poison blood*). Blood that is first removed from the wearer's body loses this property immediately.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *neutralize poison, poison; Market Price:* 14,000 gp; *Weight:* —.

- Artifacts -

Vampiric lore is fraught with creations of great art and dreadful power.

Minor Artifacts

Minor artifacts are not necessarily unique, but the secret of their making has been lost to the ages.

Black Coach

Legend holds that the first of these sinister carriages was brought to the Material Plane by an incarnation of Molkeegan, during a time when her avatar was too unstable to walk the earth on its own. Today they represent privilege and power, and are owned only by the wealthiest vampire regents.

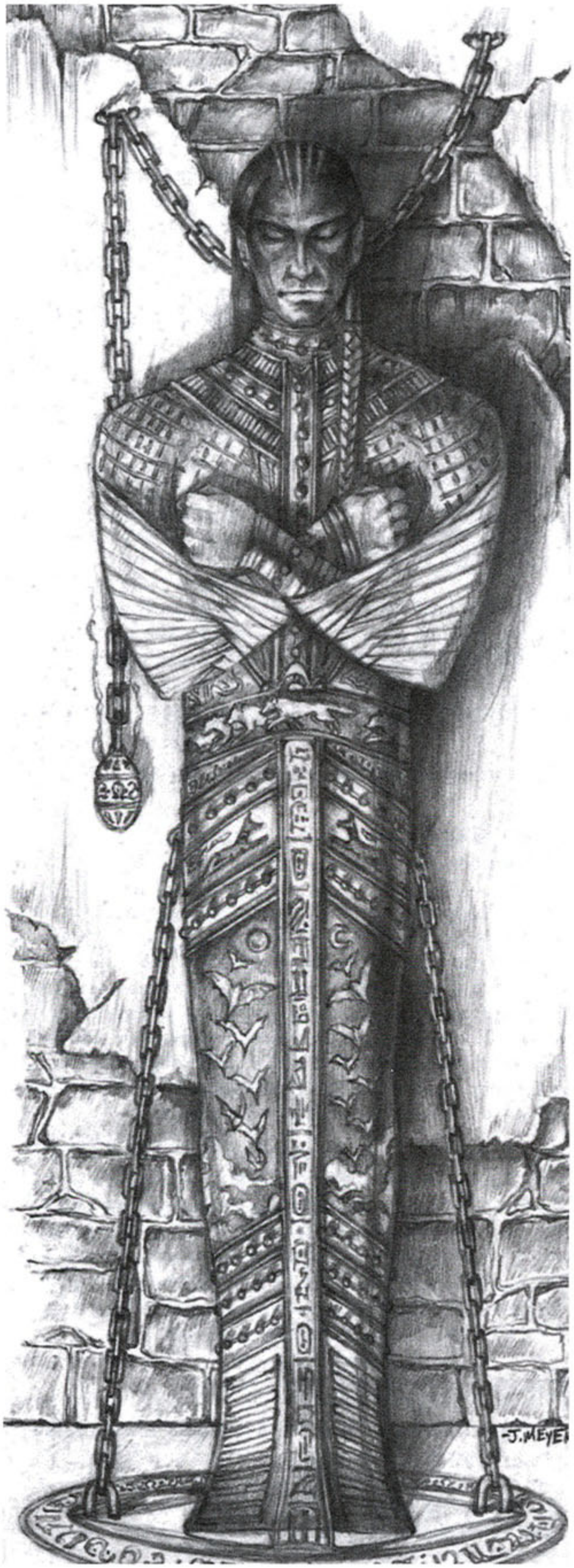
A *black coach* is a two-seater carriage made from a black, nonreflective metal. Up to two Medium creatures can travel in comfort in its passenger compartment. This compartment is fitted with one-way glass that allows those inside to see out while protecting them completely from the effects of sunlight, as well as providing full concealment. The doors are sealed with *arcane lock* from a 20th-level caster. All external walls, windows, and doors have hardness 20, 40 hit points, and a break DC of 40. The compartment includes a luggage rack that duplicates the effect of a type 4 *bag of holding*.

When the command word is spoken, a spectral coachman (10 HD spectre) and a team of four spectral horses (incorporeal light warhorses) appear and draw the coach according to the owner's commands. The *black coach* travels at a speed of 40 feet, covering 4 miles per hour and 32 miles in a day of travel. The coachman defends the coach faithfully, though it cannot move more than 10 feet away from its post. Like the coachman, the spectral horses can fight in self-defense but cannot leave the immediate vicinity of the coach. Once per week of conventional movement, the team and their master must feed on the blood and soul of an innocent mortal—they relish women and children above all.

Once per day, the *black coach* can transport itself and all passengers to the Plane of Shadow for up to 10 hours, as the spell *shadow walk*. Under this effect, the coach travels at a rate of 7 miles every 10 minutes, or 42 miles per hour. This ability consumes an enormous amount of energy, and the coachman and team always demand a blood sacrifice before they will return to the Material Plane. If no blood is forthcoming, they fade out and refuse to return, leaving their passengers stranded on the Plane of Shadow.

First Drops of the Beast

After he sank into depravity and began feeding on his brothers and sisters, the greater gods of his pantheon cursed the Beast with eternal thirst and cast him out. They exiled him forever, but not before blood from the necks of a dozen lesser deities had fallen to the Material Plane, their divine energy crystallizing into perfect crimson stones.



In the hands of a vampire, these drops pulse with unnatural vitality and seem to shine like pinpricks welling blood. A vampire wielder can resist the Thirst by drawing on some of their divine power. Once per week, the wielder can attempt a Concentration check (DC 16) to call on this power. If the check is successful, the wielder takes no damage from the Thirst for 1d3 days (though he still suffers the normal effects of sunlight exposure).

If a lawful good cleric casts *true resurrection* on one of these drops, it is destroyed and re-forms into an echo of the long-dead deity from which it once fell. This entity is badly weakened and lacks true divine power, but it is still mighty by mortal standards. Treat the echo as a 44 HD solar; it will perform one of the following tasks for its restorer.

- Grant a single *wish*.
- Attack any single evil creature that the wielder knows personally.
- Bestow *discern lies* on the wielder as a permanent supernatural ability that can be activated as a free action.
- Grant the wielder a permanent +4 sacred bonus on turn checks made against vampires.

Once it has granted this reward, the reconstituted deity returns to its home on the Outer Planes.

Heart Vault

Only a handful of these artifacts are known to exist, and all are guarded by powerful vampires of great age. In the few recorded cases when a new example has been unearthed, or "liberated" from its prior owner, every vampire in the region has descended on the site to claim the prize.

A *heart vault* resembles a small black iron jar, rough cast from a sand mold. It has a crude stopper of beeswax and pitch and stands upright on three short legs. A vampire can spend one day to remove her heart and place it in the vault, which then vanishes into the Deep Ethereal. It can be recalled to the Material Plane only by completing a special ceremony, which requires gallons of fresh blood and the secret name of the vault's owner, as well as a successful Knowledge (arcana) check (DC 18).

Following the operation, the vampire permanently loses 1d4 hp per Hit Die (to a minimum of 1 hp), and takes a –4 penalty to Strength and Dexterity for one month. In return, the vampire is totally immune to staking attacks of any type—her heart simply doesn't reside in her chest. There is a cumulative 1% chance per month of use that the *heart vault* is discovered by a random ethereal creature. Possible consequences to the vampire include becoming a slave of an outsider or being destroyed outright. The vault itself has hardness 10, 30 hit points, and a break DC of 28.

Major Artifacts

These creations are both mighty and terrible, carrying doom even greater than their power.

The Cask of Brand

The entity known as Brand does not simply appear in his rare visits. He plummets from the sky in a blaze of fire like a shooting star, encapsulated in a great sarcophagus that explodes into whatever is unlucky enough to catch his fall. Within minutes of landing, he emerges from his great casket and begins another long walk across the face of the world. In all but one case, these sarcophagi have been consumed by their own internal energies, causing immense destruction, within hours of landing. But centuries ago, during Brand's fourth incarnation, an ascetic holy man called Father Baethus (now remembered as Saint Baethus of Penrith) came upon the scene of the god's landing and was somehow able to stabilize the artifact, preventing it from destroying a nearby town.

Although Baethus went mad soon thereafter and was martyred by his own church, he had time to record his observations on first approaching the cask: "It was burnished all over so it shone like the sun. Nine strides long it measured by three strides high. A large, lethal shape, funereal and portentous, and on its face a face in black yebonite so disastrous none could look on it but through a lens or reflective glass."

Today the *Cask of Brand* is held in a secret catacomb of the church, rumored to be buried deep under one or another of their obscure northern monasteries. Its powers have not all been cataloged, but ecclesiastical documents record that it produces a continuous *magic circle against law* and *good* and seems to protect all within a quarter-mile against death spells and effects (as *death ward*). It also grants the following spell-like abilities to any chaotic evil creature that touches it and then remains within 60 feet: At will—*chaos hammer*, *dispel good*, *dispel law*, and *unholy blight*; 3/day—*animate objects*, *circle of doom*, and *create undead*; 1/day—*cloak of chaos*, *earthquake*, and *unholy aura*. Any good or lawful creature that touches the *Cask of Brand* is reduced to ashes instantly unless it succeeds at a Fortitude save (DC 30).

The Dusk Crown

The *Dusk Crown* is not truly an artifact—it is a prize. Not even the wisest scholars know if the legend behind it is true, but this has not prevented vampires from pursuing it for millennia. The teachings of the Beast's first mortal church hold that all the vampires on a given plane of existence share a pool of power. The fewer vampires on the plane, the more power is available to each. From these teachings sprang a cabal of vampires who sought the destruction of all other vampires on the Material Plane, and since then the legend has spread across the Outer Planes.

No two vampires agree on the exact reward that would come to the last survivor, but research into this subject by agents of good suggests that the winner of the *Dusk Crown* would become completely immune to all vampire vulnerabilities and weaknesses, as well as to turn and rebuke attempts. This vampire would also gain spellcasting ability as a 20th-level sorcerer, with the ability to cast spells from the Evil domain as arcane spells.

Gröst

This beautiful ring of flowing mercury is associated with the deity Adiemre, though no records exist to explain the connection. It is a single rushing loop of liquid metal that somehow holds its shape on the wearer's finger, running faster and slower seemingly at random. The wearer of this ring gains profound control over his own shape—at the cost of her original identity.

When the ring is first worn, it attaches itself to the wearer and changes her type to "shapechanger," though her HD, skills, and abilities remain the same. As long as the ring is worn the wearer gains immunity to polymorph and petrification spells and effects, and is affected by a continuous *shapechange* effect, as the spell from a 20th-level caster with indefinite duration. Each day the ring is on her finger, the wearer must succeed at a Will save (DC 20) or take 2d6 points of permanent Wisdom drain. This drain cannot be reversed by any spell or ability as long as the ring is worn. Removing *Gröst* is a difficult proposition. The following spells must be cast, in order, by a caster of no less than 18th level: *remove curse*, *greater restoration*, *holy word*, *atonement*, and *miracle*.

A creature whose Wisdom drops to 0 as a result of wearing *Gröst* becomes a puppet of the mad god Adiemre; her sanity can never be restored.

Appendix: Standard NPCs

This appendix presents tables containing statistics for six standard vampire scion NPCs at various levels. One, the aristocrat, is detailed for 10 levels, while the others are detailed for 20 levels. These charts are meant to help GMs run encounters with scions in unexpected situations. Making small adjustments to the statistics can also greatly ease the workload of creating individualized NPCs. To save time, try copying the statistics page for each scion encountered and record combat information and notes directly on the page. New feats and other items described in this book are marked with an asterisk (*).

The Aristocrat

Many vampires were once nobles, and many more aspire to the aristocracy of the undead.

Vampire Scion [Human] Aristocrat

Aristocrat Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Rapier (1d6)	Shortbow (1d6)	AC	Touch AC	F-F AC	Fort.	Ref.	Will
1	12	12	15	—	14	13	15	30	+0 (+1)	2	17	12	15	0	2	3
2	19	12	15	—	14	13	15	30	+2 (+1)	4	17	12	15	0	2	4
3	25	12	15	—	14	13	15	30	+5 (+1)	5	17	12	15	1	3	4
4	31	12	15	—	14	13	16	30	+6 (+1)	6	17	12	15	1	3	5
5	38	12	15	—	14	13	16	30	+6 (+1)	6	18	12	16	1	3	5
6	45	12	15	—	14	13	16	30	+7 (+1)	7	19	12	17	2	4	6
7	51	12	15	—	14	13	16	30	+8 (+2)	8	19	12	17	2	4	6
8	57	12	16	—	14	13	16	30	+10/+5 (+2)	+10/+5 (+1)	20	13	17	2	5	7
9	63	12	16	—	14	13	16	30	+10/+5 (+2)	+10/+5 (+1)	21	13	18	3	6	7
10	71	12	16	—	14	13	18	30	+11/+6 (+2)	+11/+6 (+1)	21	13	18	3	6	8

Aristocrat Level	Feats	Skill Dipl.	Skill Innu	Skill Intim	Skill Listen	Skill Rd Lips	Skill S Motive	Equipment
1	Dodge,Point Blank Shot	6	5	6	5	6	5	Rapier, shortbow, 20 arrows, chain shirt, small steel shield, *potion of inflict light wounds (2)*
2		7	6	7	6	7	6	Masterwork rapier, masterwork shortbow, 20 arrows, masterwork chain shirt, masterwork small steel shield, *potion of inflict light wounds*
3	Wpn Fin (rapier)	8	7	8	7	8	7	Masterwork rapier, masterwork shortbow, 20 arrows, masterwork chain shirt, masterwork small steel shield, *potion of Charisma, potion of love*
4		10	8	10	8	9	8	Masterwork rapier, masterwork shortbow, 20 arrows, masterwork chain shirt, masterwork small steel shield, *potion of Charisma, dust of illusion, potion of inflict moderate wounds (3)*
5		11	9	11	9	10	9	Masterwork rapier, masterwork shortbow, 20 arrows, *+1 chain shirt*, masterwork small steel shield, *dust of illusion, potion of inflict moderate wounds (2)*
6	Mobility	12	10	12	10	11	10	Masterwork rapier, masterwork shortbow, 20 arrows, *+1 chain shirt, +1 small steel shield, potion of inflict moderate wounds, feather token (swan boat)*
7		13	11	13	11	12	11	+1 rapier, masterwork shortbow, 20 arrows, *+1 chain shirt, +1 small steel shield, feather token (swan boat)*
8		14	12	14	12	13	12	*+1 rapier, +1 composite shortbow*, 20 arrows, *+1 chain shirt, +1 small steel shield*
9	Expertise	15	13	15	13	14	13	*+1 rapier, +1 composite shortbow*, 20 arrows, *+2 chain shirt, +1 small steel shield*
10		17	14	17	14	15	14	*+1 rapier, +1 composite shortbow, 20 arrows, +2 chain shirt, +1 small steel shield, cloak of Charisma +2, potion of inflict moderate wounds (3)*

Cleric of the Beast

Those who worship this atavistic god are eager to offer up blood and slaughter in his name.

Vampire Scion [Human] Cleric of the Beast [Blood*, Evil]

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Morningstar (1d8)	Light Xbow (1d8)	AC	Touch AC	F-F AC	Fort.	Ref.	Will
1	12	14	14	—	10	17	17	20	+2 (+2)	—	18	12	16	2	2	5
2	19	14	14	—	10	17	17	20	+4 (+2)	3	19	10	19	3	2	6
3	25	14	14	—	10	17	17	20	+6 (+2)	5	19	10	19	3	3	6
4	31	14	14	—	10	18	17	20	+7 (+2)	6	21	11	20	4	3	8
5	38	14	14	—	10	18	17	20	+7 (+2)	6	21	11	20	4	3	8
6	45	14	14	—	10	18	17	20	+8 (+2)	7	21	11	20	5	4	9
7	51	14	14	—	10	18	17	20	+9 (+2)	8	23	11	22	5	4	9
8	57	14	14	—	10	19	17	20	+10/+5 (+3)	9	23	11	22	6	4	10
9	63	14	14	—	10	19	17	20	+10/+5 (+3)	+9 (+1)	23	11	22	7	6	11
10	71	14	14	—	10	21	17	20	+11/+6 (+3)	+10 (+1)	23	11	22	8	6	13
11	77	14	14	—	10	21	17	20	+12/+7 (+3)	+11 (+1)	24	12	23	8	6	13
12	84	14	14	—	10	22	17	20	+13/+8 (+3)	+12 (+1)	25	12	24	9	7	15
13	90	14	14	—	10	22	17	20	+14/+9 (+4)	+12 (+1)	26	12	25	10	8	16
14	97	14	14	—	10	22	17	20	+15/+10 (+4)	+13 (+1)	27	13	26	11	8	17
15	103	14	14	—	10	22	17	20	+16/+11/+6 (+4)	+15 (+2)	29	13	28	11	9	17
16	110	14	14	—	10	25	17	20	+17/+12/+7 (+4)	+16 (+2)	29	13	28	13	10	20
17	116	14	14	—	10	25	17	20	+18/+13/+8 (+5)	+16 (+2)	30	13	29	13	10	20
18	124	14	14	—	10	25	17	20	+19/+14/+9 (+5)	+17 (+2)	32	14	31	14	11	21
19	130	14	14	—	10	25	17	20	+21/+16/+11 (+6)	+19 (+3)	34	14	33	14	11	21
20	142	14	14	—	10	28	17	20	+23/+18/+13 (+6)	+20 (+3)	34	14	33	17	13	26

Level	Feats	Conc*	Heal	Know (religion)	Spellc	Equipment
1	Combat Casting, Extra Turning	6	7	4	4	Morningstar, scale mail, large wooden shield
2		7	8	5	5	Masterwork morningstar, light crossbow, 10 bolts, half-plate, large steel shield
3	Wpn Focus (morningstar)	8	9	6	6	Masterwork morningstar, masterwork light crossbow, 10 bolts, masterwork half-plate, large steel shield, *potion of inflict moderate wounds*
4		9	11	7	7	Masterwork morningstar, masterwork light crossbow, 10 bolts, masterwork half-plate, large steel shield
5		10	12	8	8	Masterwork morningstar, masterwork light crossbow, 10 bolts, masterwork full plate, large steel shield
6	Craft Wond Item	11	13	9	9	Masterwork morningstar, masterwork light crossbow, 10 bolts, masterwork full plate, large steel shield, *potion of inflict moderate wounds, potion of Wisdom*, scroll of *bull's strength (2)*, scroll of *inflict moderate wounds (2)*
7		12	14	10	10	Masterwork morningstar, masterwork light crossbow, 10 bolts, *+1 full plate, +1 large steel shield, potion of inflict moderate wounds, potion of Wisdom, scroll of bull's strength (2), scroll of inflict moderate wounds (2)*
8		13	15	11	11	*+1 morningstar, masterwork light crossbow, 10 bolts, +1 full plate, +1 large steel shield, potion of inflict moderate wounds, potion of Wisdom, scroll of bull's strength (2), scroll of inflict moderate wounds (2)*
9	Empower Spell	14	16	12	12	*+1 morningstar, +1 light crossbow, 10 bolts, +1 full plate, +1 large steel shield, cloak of resistance +1*
10		15	18	13	13	*+1 morningstar, +1 light crossbow, 10 bolts, +1 full plate, +1 large steel shield, cloak of resistance +1, periapt of Wisdom +2*
11		16	19	14	14	*+1 morningstar, +1 light crossbow, 10 bolts, +1 full plate, +1 large steel shield, cloak of resistance +1, periapt of Wisdom +2, ring of protection +1, potion of inflict moderate wounds (2)*
12	Extend Spell	17	21	15	15	*+1 morningstar, +1 light crossbow, 10 bolts, +2 full plate, +1 large steel shield, cloak of resistance +1, periapt of Wisdom +2, ring of protection +1*
13		18	22	16	16	*+2 morningstar, +1 light crossbow, 10 bolts, +2 full plate, +2 large steel shield, cloak of resistance +2, periapt of Wisdom +2, ring of protection +1*
14		19	23	17	17	*+2 morningstar, +1 light crossbow, 10 bolts, +2 full plate, +2 large steel shield, cloak of resistance +2, periapt of Wisdom +2, ring of protection +2*

Cleric of the Beast Spells per Day

Level	Wis	0	1	2	3	4	5	6	7	8	9
1	17	3	2+1	—	—	—	—	—	—	—	—
2	17	4	3+1	—	—	—	—	—	—	—	—
3	17	4	3+1	2+1	—	—	—	—	—	—	—
4	18	5	4+1	3+1	—	—	—	—	—	—	—
5	18	5	4+1	3+1	2+1	—	—	—	—	—	—
6	18	5	4+1	4+1	3+1	—	—	—	—	—	—
7	18	6	5+1	4+1	3+1	2+1	—	—	—	—	—
8	19	6	5+1	4+1	4+1	3+1	—	—	—	—	—
9	19	6	5+1	5+1	4+1	3+1	2+1	—	—	—	—
10	21	6	6+1	5+1	4+1	4+1	3+1	—	—	—	—
11	21	6	7+1	5+1	5+1	4+1	3+1	1+1	—	—	—
12	22	6	7+1	6+1	5+1	4+1	4+1	3+1	—	—	—
13	22	6	7+1	7+1	5+1	5+1	4+1	2+1	1+1	—	—
14	22	6	7+1	7+1	5+1	5+1	4+1	3+1	2+1	—	—
15	22	6	7+1	7+1	6+1	5+1	5+1	3+1	2+1	1+1	—
16	25	6	7+1	7+1	7+1	5+1	5+1	4+1	3+1	2+1	—
17	25	6	7+1	7+1	7+1	6+1	5+1	5+1	4+1	2+1	1+1
18	25	6	7+1	7+1	7+1	6+1	5+1	5+1	4+1	3+1	2+1
19	25	6	7+1	7+1	7+1	6+1	6+1	5+1	5+1	3+1	3+1
20	28	6	8+1	7+1	7+1	7+1	7+1	5+1	5+1	5+1	5+1

Level	Feats	Conc*	Heal	Know (religion)	Spellc	Equipment
15	Spell Penetration	20	24	18	18	*+2 morningstar, +2 light crossbow, 10 bolts, +3 full plate, +3 large steel shield, cloak of resistance +2, periapt of Wisdom +2, ring of protection +2*
16		21	26	19	19	*+2 morningstar, +2 light crossbow, 10 bolts, +3 full plate, +3 large steel shield, cloak of resistance +3, periapt of Wisdom +4, ring of protection +2, pearl of power (2nd)*
17		22	27	20	20	*+3 morningstar, +2 light crossbow, 10 bolts, +4 full plate, +3 large steel shield, cloak of resistance +3, periapt of Wisdom +4, ring of protection +2, pearl of power (2nd)*
18	Leadership	23	28	21	21	*+3 morningstar, +2 light crossbow, 10 bolts, +4 full plate, +4 large steel shield, cloak of resistance +3, periapt of Wisdom +4, ring of protection +3, pearl of power (2nd), pearl of power (4th)*
19		24	29	22	22	*+4 morningstar, +3 light crossbow, 10 bolts, +5 full plate, +5 large steel shield, cloak of resistance +3, periapt of Wisdom +4, ring of protection +3, pearl of power (2nd), pearl of power (4th)*
20		25	32	23	23	*+5 morningstar, +3 light crossbow, 10 bolts, +5 full plate, +5 large steel shield, cloak of resistance +5, periapt of Wisdom +6, ring of protection +3, pearl of power (2nd), pearl of power (4th)*

The Fighter

Vampire fighters deal tremendous damage in melee combat and can even weaken enemies with a swipe of a claw.

Vampire Scion [Human] Fighter

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Claw (1d8)	Bastard Sword (1d10)	Composite Longbow (1d8)	AC	Touch AC	F-F AC	Fort	Ref	Will
1	12	19	15	—	10	14	14	20	+3 (1d6+4)	+4 (+7)	+4 (+3)	18	10	18	2	2	2
2	19	19	15	—	10	14	14	20	+5 (+4)	+8 (+4)	+5 (+2)	19	10	19	3	2	2
3	25	19	15	—	10	14	14	20	+6 (+4)	+9 (+4)	+6 (+2)	21	11	20	3	3	3
4	31	20	15	—	10	14	14	20	+7 (+4)	+11 (+6)	+7 (+3)	21	11	20	4	3	3
5	38	20	15	—	10	14	14	20	+8 (+5)	+12 (+7)	+8 (+3)	21	11	20	5	4	4
6	45	20	15	—	10	14	14	20	+9 (+5)	+13/+8 (+7)	+9/+4 (+4)	22	11	21	6	5	5
7	51	20	15	—	10	14	14	20	+10 (+5)	+14/+9 (+8)	+10/+5 (+4)	22	11	21	6	5	5
8	57	21	15	—	10	14	14	20	+11 (+5)	+15/+10 (+8)	+12/+7 (+4)	23	11	22	7	5	5
9	63	21	15	—	10	14	14	20	+13 (+5)	+16/+11 (+8)	+13/+8 (+5)	23	11	22	7	6	6
10	71	21	15	—	10	14	14	20	+14 (+5)	+17/+12 (+8)	+14/+9 (+5)	24	11	23	8	6	6
11	77	21	15	—	10	14	14	20	+15 (+5)	+18/+13/+8 (+8)	+15/+10/+5 (+5)	25	12	24	9	7	7
12	84	22	15	—	10	14	14	20	+16 (+6)	+21/+16/+11 (+10)	+17/+12/+7 (+6)	25	12	24	10	8	8
13	90	22	15	—	10	14	14	20	+17 (+6)	+22/+17/+12 (+10)	+18/+13/+8 (+6)	25	12	24	10	8	8
14	97	22	15	—	10	14	14	20	+18 (+6)	+23/+18/+13 (+10)	+19/+14/+9 (+6)	27	12	26	11	8	8
15	103	22	15	—	10	14	14	20	+19 (+6)	+25/+20/+15 (+11)	+20/+15/+10 (+6)	28	12	27	11	9	9
16	110	22	15	—	10	14	14	20	+20 (+6)	+26/+20/+16/+10 (+11)	+22/+17/+12/+7 (+7)	30	13	29	12	9	9
17	116	24	15	—	10	14	14	20	+22 (+7)	+28/+23/+18/+13 (+12)	+23/+18/+13/+8 (+7)	31	13	30	12	9	9
18	124	24	15	—	10	14	14	20	+23 (+7)**	+30/+25/+20/+15 (+13)	+25/+20/+15/+10 (+8)	32	13	31	14	11	11
19	130	28	15	—	10	14	14	20	+26 (+9)**	+33/+28/+23/+18 (+15)	+26/+21/+16/+11 (+8)	32	13	31	14	11	11
20	142	29	15	—	10	14	14	20	+28 (+9)**	+33/+28/+23/+18 (+15)	+27/+23/+17/+12 (+8)	34	14	33	15	11	11

**Plus energy drain

Level	Feats	Skill Climb	Skill Jump	Equipment
1	Exotic W P (bastard sword), Weapon Focus (bastard sword), Imp Nat Wpn*	–1	–1	Splint mail, large metal shield, masterwork bastard sword, composite longbow, 20 arrows, potion of inflict moderate wounds
2	Imp Initiative	0	0	Half-plate, large metal shield, masterwork bastard sword, masterwork mighty composite longbow (+2), 20 arrows, potion of inflict moderate wounds, potion of bull's strength
3	Power Attack	2	2	Full plate, large metal shield, masterwork bastard sword, masterwork mighty composite longbow (+2), 20 arrows, potion of inflict moderate wounds, potion of bull's strength
4	Weapon Spec (bastard sword)	4	4	Full plate, large metal shield, masterwork bastard sword, masterwork mighty composite longbow (+3), 20 arrows, potion of inflict moderate wounds, potion of bull's strength
5		5	5	Full plate, large metal shield, masterwork bastard sword, masterwork mighty composite longbow (+3), 20 arrows, *potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +1*
6	Cleave, Point Blank Shot	7	7	*+1 full plate, large metal shield, masterwork bastard sword, masterwork mighty composite longbow (+3), 20 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +1*
7		8	8	*+1 full plate, large metal shield, +1 bastard sword, masterwork mighty composite longbow (+3), 10 +1 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +1*
8	Imp Critical (bastard sword)	10	10	*+1 full plate, +1 large metal shield, +1 bastard sword, masterwork mighty composite longbow (+3), 10 +1 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +1*
9	Imp Bld Drain*	11	11	*+1 full plate, +1 large metal shield, +1 bastard sword, +1 mighty composite longbow (+3), 10 +1 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +1*
10	Dodge	12	12	*+2 full plate, +1 large metal shield, +1 bastard sword, +1 mighty composite longbow (+3), 10 +1 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +1*
11		13	13	*+2 full plate, +1 large metal shield, +1 bastard sword, +1 mighty composite longbow (+4), 10 +1 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +2, ring of protection +1*
12	Emp Nat Wpn*, Wpn Focus (composite longbow)	15	15	*+2 full plate, +1 large metal shield, +2 bastard sword, +1 mighty composite longbow (+4), 10 +1 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +2, ring of protection +1*
13		16	16	*+2 full plate, +1 large metal shield, +2 bastard sword, +1 mighty composite longbow (+4), 10 +1 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +2, ring of protection +1, boots of speed*
14	Precise Shot	17	17	*+2 full plate, +2 large metal shield, +3 bastard sword, +1 mighty composite longbow (+4), 10 +1 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +2, ring of protection +1, boots of speed, potion of heroism, amulet of natural armor +2, eyes of the eagle*
15	Imp Turn Res*	18	18	*+2 full plate, +2 large metal shield, +3 bastard sword, +1 mighty composite longbow (+4), 10 +1 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +2, ring of protection +1, boots of speed, potion of heroism, amulet of natural armor +2, eyes of the eagle*
16	Far Shot	19	19	*+2 full plate, +3 large metal shield, +3 bastard sword, +2 mighty composite longbow (+4), 10 +1 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +2, ring of protection +2, boots of speed, potion of heroism, amulet of natural armor +2*
17		21	21	*+3 full plate, +3 large metal shield, +3 bastard sword, +2 mighty composite longbow (+4), 10 +1 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +2, ring of protection +2, boots of speed, amulet of natural armor +2, eyes of the eagle, gauntlets of ogre power +2, rope of climbing*
18	Great Cleave, Energy Drain*	22	22	*+4 full plate, +3 large metal shield, +4 bastard sword, +2 mighty composite longbow (+4), 10 +2 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +3, ring of protection +2, boots of speed, amulet of natural armor +2, eyes of the eagle, gauntlets of ogre power +2, rope of climbing, quiver of Ehlonna*
19		25	25	*+4 full plate, +3 large metal shield, +4 bastard sword, +2 mighty composite longbow (+4), 10 +2 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +3, ring of protection +2, boots of speed, amulet of natural armor +2, eyes of the eagle, belt of giant strength +6, rope of climbing, quiver of Ehlonna*
20	Combat Reflexes	26	26	*+4 full plate, +3 large metal shield, +4 bastard sword, +2 mighty composite longbow (+4), 10 +2 arrows, potion of inflict moderate wounds, potion of bull's strength, cloak of resistance +3, ring of protection +4, boots of speed, amulet of natural armor +2, eyes of the eagle, belt of giant strength +6, rope of climbing, quiver of Ehlonna, helm of teleportation*

The Sorcerer

With their excellent Charisma, vampire scions make superb sorcerers, often focusing on spells that force others to their will.

Vampire Scion [Human] Sorcerer

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Short-spear (1d8)	Light Xbow (1d8)	AC**	Touch AC**	F-F AC**	Fort	Ref	Will
1	12	12	15	—	12	14	19	30	+1 (+1)	2	12	12	10	0	2	4
2	19	12	15	—	12	14	19	30	+2 (+1)	4	12	12	10	0	2	5
3	25	12	15	—	12	14	19	30	+2 (+1)	4	12	12	10	1	3	5
4	31	12	15	—	12	14	20	30	+3 (+1)	5	12	12	10	1	3	6
5	38	12	15	—	12	14	20	30	+3 (+1)	5	12	12	10	1	3	6
6	45	12	15	—	12	14	20	30	+4 (+1)	6	13	12	11	2	4	7
7	51	12	15	—	12	14	20	30	+4 (+1)	6	13	12	11	2	4	7
8	57	12	15	—	12	14	21	30	+5 (+1)	7	15	12	13	2	4	8
9	63	12	15	—	12	14	21	30	+5 (+1)	7	15	13	13	3	5	8
10	71	12	15	—	12	14	23	30	+6 (+1)	8	15	13	13	3	5	9
11	77	12	17	—	12	14	23	30	+6 (+1)	9	16	14	13	3	6	9
12	84	12	17	—	12	14	24	30	+7/+2 (+1)	+10/+5 (+1)	16	14	13	4	7	10
13	90	12	17	—	12	14	24	30	+7/+2 (+1)	+10/+5 (+1)	17	14	14	4	7	10
14	97	12	17	—	12	14	24	30	+8/+3 (+1)	+11/+6 (+1)	18	14	15	4	7	11
15	103	12	17	—	12	14	24	30	+8/+3 (+1)	+11/+6 (+1)	19	15	16	5	8	11
16	110	12	17	—	12	14	25	30	+9/+4 (+1)	+12/+7 (+1)	21	16	18	5	8	12
17	116	12	17	—	12	14	25	30	+9/+4 (+1)	+12/+7 (+1)	22	16	19	5	8	12
18	124	12	17	—	12	14	27	30	+10/+5 (+1)	+13/+8 (+1)	24	16	21	6	9	13
19	130	12	19	—	12	14	29	30	+10/+5 (+1)	+14/+9 (+1)	25	16	21	6	10	13
20	142	12	19	—	12	14	30	30	+11/+6 (+1)	+15/+10 (+1)	29	20	25	6	10	14

**Before casting mage armor and shield.

Level	Feats	Skill Conc	Skill Spellc	Equipment
1	Combat Casting, Imp Init	8	5	Shortspear, light crossbow, scroll of magic missile, scroll of shield
2		9	6	Shortspear, masterwork light crossbow, scroll of magic missile (2), scroll of shield (2), potion of blur, wand of sleep
3	Shadowcaster*	10	7	Shortspear, masterwork light crossbow, 10 bolts, scroll of *mage armor* (2), scroll of shield (2), *potion of inflict moderate wounds, potion of invisibility, potion of Charisma, potion of blur*
4		12	8	Shortspear, masterwork light crossbow, 10 bolts, scroll of *mage armor* (2), *potion of inflict moderate wounds, potion of cat's grace, potion of invisibility, potion of Charisma*
5		13	9	Shortspear, masterwork light crossbow, 10 bolts, scroll of *haste*, scroll of *dispel magic, potion of inflict moderate wounds, potion of cat's grace, potion of invisibility*
6	Dodge	14	10	Shortspear, masterwork light crossbow, 10 bolts, scroll of *mage armor* (2), scroll of *shield* (2), *potion of inflict moderate wounds, amulet of natural armor +1*
7		15	11	Shortspear, masterwork light crossbow, 10 bolts, scroll of *mage armor* (2), scroll of *shield* (2), *potion of inflict moderate wounds, amulet of natural armor +1*
8		16	12	Shortspear, masterwork light crossbow, 10 bolts, scroll of *stoneskin*, scroll of *haste*, scroll of *dispel magic*, scroll of *shield* (2), *potion of inflict moderate wounds, amulet of natural armor +1, bracers of armor +1, ring of protection +1*
9	Maximize Spell	17	13	Shortspear, masterwork light crossbow, 10 bolts, scroll of *stoneskin*, scroll of *haste*, scroll of *dispel magic*, scroll of *shield* (2), *amulet of natural armor +1, bracers of armor +1, ring of protection +1*
10		18	14	Shortspear, masterwork light crossbow, 10 bolts, scroll of *stoneskin, amulet of natural armor +1, bracers of armor +1, ring of protection +1, cloak of Charisma +2*
11		19	15	Shortspear, masterwork light crossbow, 10 bolts, wand of magic missile, scroll of stoneskin, amulet of natural armor +1, bracers of armor +1, ring of protection +1, cloak of Charisma +2, gloves of Dexterity +2
12	Craft Wand	22	16	Shortspear, +1 light crossbow, 10 bolts, wand of *magic missile*, scroll of *stoneskin*, scroll of *haste*, scroll of *dispel magic, amulet of natural armor +1, bracers of armor +1, ring of protection +1, cloak of Charisma +2, gloves of Dexterity +2, potion of inflict moderate wounds (2), potion of cat's grace, potion of invisibility*
13		23	17	Shortspear, +1 light crossbow, 10 bolts, wand of magic missile, wand of flame arrow, amulet of natural armor +1, bracers of armor +2, ring of protection +1, cloak of Charisma +2, gloves of Dexterity +2, potion of haste (2)
14		24	18	Shortspear, +1 light crossbow, 10 bolts, *wand of flame arrow, amulet of natural armor +2, bracers of armor +2, ring of protection +1, cloak of Charisma +2, gloves of Dexterity +2, figurine of wondrous power (silver raven)*
15	Spell Penetration	25	19	Shortspear, +1 light crossbow, 10 bolts, *wand of web, wand of flame arrow, amulet of natural armor +2, bracers of armor +2, ring of protection +2, cloak of Charisma +2, gloves of Dexterity +2, figurine of wondrous power (silver raven), ring of counterspells*
16		26	20	Shortspear, *+1 light crossbow*, 10 bolts, *wand of web, wand of flame arrow, amulet of natural armor +2, bracers of armor +3, ring of protection +3, cloak of Charisma +2, gloves of Dexterity +2, figurine of wondrous power (silver raven), ring of counterspells*, scroll of *dispel magic*, scroll of *fireball*, scroll of *fly*, scroll of *haste*, scroll of *gaseous form*, scroll of *dimension door*
17		27	21	Shortspear, *+1 light crossbow, 10 bolts, wand of web, wand of flame arrow, amulet of natural armor +3, bracers of armor +3, ring of protection +3, cloak of Charisma +2, gloves of Dexterity +2, figurine of wondrous power (silver raven), ring of counterspells*, scroll of *dispel magic*, scroll of *fly*, scroll of *haste*, scroll of *gaseous form*, scroll of *dimension door*
18	Extend Spell	29	22	Shortspear, *+1 light crossbow, 10 bolts, staff of fire, amulet of natural armor +3, bracers of armor +5, ring of protection +3, cloak of Charisma +4, gloves of Dexterity +2, figurine of wondrous power (silver raven), ring of counterspells*
19		31	23	Shortspear, *+1 light crossbow, 10 bolts, staff of fire, amulet of natural armor +3, bracers of armor +5, ring of protection +3, cloak of Charisma +6, gloves of Dexterity +4, figurine of wondrous power (silver raven), ring of counterspells, wand of dispel magic*
20		33	24	Shortspear, *+1 light crossbow, 10 bolts, amulet of natural armor +4, bracers of armor +6, ring of protection +5, cloak of Charisma +6, gloves of Dexterity +4, figurine of wondrous power (silver raven), ring of counterspells, wand of dispel magic, wand of ice storm*

		Spells/day									
Level	Con	0	1	2	3	4	5	6	7	8	9
1	19	5	4	—	—	—	—	—	—	—	—
2	19	6	5	—	—	—	—	—	—	—	—
3	19	6	6	—	—	—	—	—	—	—	—
4	20	6	8	4	—	—	—	—	—	—	—
5	20	6	8	5	—	—	—	—	—	—	—
6	20	6	8	6	4	—	—	—	—	—	—
7	20	6	8	8	5	—	—	—	—	—	—
8	21	6	8	8	6	4	—	—	—	—	—
9	21	6	8	8	8	5	—	—	—	—	—
10	23	6	8	8	8	6	4	—	—	—	—
11	23	6	8	8	8	7	5	—	—	—	—
12	24	6	8	8	8	7	6	4	—	—	—
13	24	6	8	8	8	7	7	5	—	—	—
14	24	6	8	8	8	7	7	6	4	—	—
15	24	6	8	8	8	7	7	7	5	—	—
16	25	6	8	8	8	7	7	7	6	3	—
17	25	6	8	8	8	7	7	7	7	4	—
18	27	6	8	8	8	8	7	7	7	6	3
19	29	6	9	8	8	8	8	7	7	7	5
20	30	6	9	9	8	8	8	8	7	7	7

							Spells Known			
Level	0	1	2	3	4	5	6	7	8	9
1	4	2	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	3	—	—	—	—	—	—	—	—
4	6	3	1	—	—	—	—	—	—	—
5	6	4	2	—	—	—	—	—	—	—
6	7	4	2	1	—	—	—	—	—	—
7	7	5	3	2	—	—	—	—	—	—
8	8	5	3	2	1	—	—	—	—	—
9	8	5	4	3	2	—	—	—	—	—
10	9	5	4	3	2	1	—	—	—	—
11	9	5	5	4	3	2	—	—	—	—
12	9	5	5	4	3	2	1	—	—	—
13	9	5	5	4	4	3	2	—	—	—
14	9	5	5	4	4	3	2	1	—	—
15	9	5	5	4	4	4	3	2	—	—
16	9	5	5	5	4	4	3	2	1	—
17	9	5	5	5	4	4	3	3	2	—
18	9	5	5	5	4	4	3	3	2	1
19	9	5	5	5	4	4	3	3	3	2
20	9	5	5	5	4	4	3	3	3	3

The Rogue

Vampire scions are ideally suited to the arts of the rogue, and with their high Charisma they can readily manipulate magic devices.

Vampire Scion [Human] Rogue

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Short Sword (1d6)	(1d6)	Shortbow Sneak	AC	Touch AC	F-F AC	Fort	Ref	Will
1	12	12	17	—	16	14	14	30	+3 (+1)	+5 (+1)	+1d6	16	13	13	0	5	2
2	19	12	17	—	16	14	14	30	+4 (+1)	+6 (+1)		16	13	13	0	6	2
3	25	12	17	—	16	14	14	30	+5 (+1)	+7 (+1)	+2d6	17	13	17	1	6	3
4	31	12	18	—	16	14	14	30	+6 (+1)	+9 (+1)		18	14	18	2	9	4
5	38	12	18	—	16	14	14	30	+6 (+1)	+9 (+1)	+3d6	18	14	18	2	9	4
6	45	12	18	—	16	14	14	30	+7 (+1)	+10 (+1)		18	14	18	3	10	5
7	51	12	18	—	16	14	14	30	+8 (+1)	+11 (+1)	+4d6	20	14	20	3	10	5
8	57	12	19	—	16	14	14	30	+9/+4 (+1)	+12/+7 (+1)		20	14	20	3	11	5
9	63	12	19	—	16	14	14	30	+9/+4 (+2)	+12/+7 (+2)	(+5d6	20	14	20	4	11	6
10	71	12	19	—	16	14	14	30	+10/+5 (+2)	+13/+8 (+2)		20	15	20	4	12	6
11	77	12	19	—	16	14	14	30	+11/+6 (+2)	+14/+9 (+2)	+6d6	20	15	20	4	12	6
12	84	12	22	—	16	14	14	30	+16/+11 (+2)	+17/+12 (+2)		23	17	23	6	16	8
13	90	12	22	—	16	14	14	30	+17/+12 (+3)	+17/+12 (+2)	+7d6	23	17	23	6	16	8
14	97	12	22	—	16	14	14	30	+18/+13 (+3)	+18/+13 (+2)		23	17	23	7	18	9
15	103	12	22	—	16	14	14	30	+19/+14/+9 (+3)	+19/+14/+9 (+2)	+8d6	23	18	23	8	18	10
16	110	12	23	—	16	14	14	30	+20/+15/+10 (+3)	+20/+15/+10 (+2)		23	18	23	9	20	11
17	116	12	25	—	16	14	14	30	+21/+16/+11 (+3)	+22/+17/+12 (+3)	+9d6	24	19	24	9	20	11
18	124	12	25	—	16	14	14	30	+22/+17/+12 (+3)	+23/+18/+1 (+3)		24	19	24	10	22	12
19	130	12	27	—	16	14	14	30	+25/+20/+15 (+4)	+25/+20/+1 (+3)	+10d6	25	20	25	10	23	12
20	142	12	28	—	16	14	14	30	+27/+22/+17 (+4)	+28/+23/+18 (+4)		26	21	26	10	25	12

Level	Feats	Climb/ Jump	Hide/ Mov Sil	Open	Listen/ Spot	Search	Disable Device	Use Mag Dev	Equipment
1	Imp Init, Wpn Foc (comp shortbow)	5	7	7	6	7	7	6	Masterwork studded leather, masterwork short sword, masterwork mighty composite shortbow (+1), 20 arrows, *potion of inflict light wounds (2)*, potion of hiding, potion of sneaking, thieves' tools
2		6	8	10	7	8	10	7	Masterwork studded leather, masterwork short sword, masterwork mighty composite shortbow (+1), 20 arrows, *potion of inflict light wounds (4), potion of invisibility*, masterwork thieves' tools
3	Shield Prof	7	9	11	8	9	11	8	Masterwork studded leather, masterwork buckler, masterwork short sword, masterwork mighty composite shortbow (+1), 20 arrows, *potion of inflict light wounds (4)*, masterwork thieves' tools
4		8	11	13	9	10	12	9	Masterwork studded leather, masterwork buckler, masterwork short sword, masterwork mighty composite shortbow (+1), 20 arrows, *potion of inflict light wounds (4), cloak of resistance +1*, masterwork thieves' tools
5		9	12	14	10	11	13	10	Masterwork studded leather, masterwork buckler, masterwork short sword, masterwork mighty composite shortbow (+1), 20 arrows, potion of inflict light wounds (6), cloak of resistance +1, masterwork thieves' tools
6	Alertness	10	13	15	13	12	14	11	Masterwork studded leather, masterwork buckler, masterwork short sword, masterwork mighty composite shortbow (+1), 20 arrows, potion of inflict serious wounds, potion of haste, cloak of resistance +1, masterwork thieves' tools
7		11	14	16	14	13	15	12	*+1 studded leather, +1 buckler*, masterwork short sword, masterwork mighty composite shortbow (+1), 20 arrows, *potion of inflict serious wounds, potion of haste, cloak of resistance +1*, masterwork thieves' tools
8		12	15	17	15	14	16	13	*+1 studded leather*, +1 buckler, masterwork short sword, masterwork mighty composite shortbow (+1), 20 arrows, *potion of inflict serious wounds, potion of haste, cloak of resistance +1, bag of holding 1*, masterwork thieves' tools
9	Spider Climb*	13	16	18	16	15	17	14	*+1 studded leather, +1 buckler, +1 short sword, +1 mighty composite shortbow* (+1), 20 arrows, *potion of inflict serious wounds, potion of haste, cloak of resistance +1, bag of holding 1*, masterwork thieves' tools
10		14	17	19	17	16	18	15	*+2 buckler, +1 short sword, +1 mighty composite shortbow* (+1), 20 arrows, *potion of inflict serious wounds, potion of haste, cloak of resistance +1, bag of holding 1*, masterwork thieves' tools, *ring of protection +1, bracers of armor +2*
11		15	18	20	18	17	19	16	*+2 buckler, +1 short sword, +1 mighty composite shortbow* (+1), 20 arrows, *potion of inflict serious wounds, potion of haste, cloak of resistance +1, bag of holding 1*, masterwork thieves' tools, *ring of protection +1, bracers of armor +2*
12	Wpn Fin *(short sword)*	16	21	23	19	18	20	17	*+2 buckler, +1 short sword, +1 mighty composite shortbow* (+1), 20 arrows, *potion of inflict serious wounds (2), potion of haste, cloak of resistance +2, bag of holding 1*, masterwork thieves' tools, *ring of protection +1, bracers of armor +2, amulet of natural armor +1, gloves of Dexterity +2*
13		17	22	24	20	19	21	18	*+2 buckler, +2 short sword, +1 mighty composite shortbow* (+1), 20 arrows, *potion of inflict serious wounds (2), potion of haste, cloak of resistance +2, bag of holding 2*, masterwork thieves' tools, *ring of protection +1, bracers of armor +2, amulet of natural armor +1, gloves of Dexterity +2, potion of invisibility*
14		18	23	25	21	20	22	19	*+2 buckler, +2 short sword, +1 mighty composite shortbow* (+1), 20 arrows, *potion of inflict serious wounds (2), potion of haste, cloak of resistance +3, bag of holding 2*, masterwork thieves' tools, *ring of protection +1, bracers of armor +2, amulet of natural armor +1, gloves of Dexterity +2, potion of invisibility*
15	Imp Crit *(short sword)*	19	24	26	22	21	23	20	*+2 short sword, +1 mighty composite shortbow* (+1), 20 arrows, *potion of inflict serious wounds (2), potion of haste, cloak of resistance +3, bag of holding 2*, masterwork thieves' tools, *ring of protection +2, bracers of armor +4, amulet of natural armor +1, gloves of Dexterity +2, potion of invisibility*
16		20	25	27	23	22	24	21	*+2 short sword, +1 mighty composite shortbow* (+1), 20 arrows, *potion of inflict serious wounds (2), potion of haste, cloak of resistance +4, bag of holding 2*, masterwork thieves' tools, *ring of protection +2, bracers of armor +4, amulet of natural armor +1, gloves of Dexterity +2, ring of invisibility*
17		21	27	29	24	23	25	22	*+2 short sword, +2 mighty composite shortbow* (+1), 20 arrows, *potion of inflict serious wounds (2), potion of haste, cloak of resistance +4, bag of holding 2*, masterwork thieves' tools, *ring of protection +2, bracers of armor +5, amulet of protection against detection and location, gloves of Dexterity +4, ring of invisibility*
18	Combat Reflexes	22	28	30	25	24	26	23	*+2 short sword, +2 mighty composite shortbow* (+1), 20 arrows, potion *of inflict serious wounds (2), potion of haste, cloak of resistance +4, bag of holding 3*, masterwork thieves' tools, *ring of protection +2, bracers of armor +5, amulet of protection against detection and location, gloves of Dexterity +4, ring of invisibility, potion of gaseous form*
19		23	31	32	26	25	27	24	*+3 short sword, +2 mighty composite shortbow* (+1), 20 arrows, potion of inflict serious wounds (2), *potion of haste, cloak of resistance +4, bag of holding 3*, masterwork thieves' tools, *ring of protection +2, bracers of armor +5, amulet of protection against detection and location, gloves of Dexterity +6, ring of invisibility, potion of gaseous form, winged boots*
20		24	32	34	27	26	28	25	*+3 short sword, +3 mighty composite shortbow* (+1), 20 arrows, *potion of inflict serious wounds (2), potion of haste, cloak of resistance +4, bag of holding 3*, masterwork thieves' tools, *ring of protection +2, bracers of armor +5, amulet of protection against detection and location, gloves of Dexterity +6, ring of invisibility, potion of gaseous form, winged boots, lavender and green Ioun stone*

Feed the Hunger!

Vampire enemies are a staple of fantasy adventure, but the standard race is too powerful for Player Character use in most d20 campaigns. *Fang & Fury: A Guidebook to Vampires* presents a new race, the vampire scion, which is balanced for play with conventional PC races. These mysterious creatures have their own history, traditions, and paths to power; and though individuals can come to rival the power of elder vampires, they are always vulnerable to the touch of the sun, or the attack of a holy warrior. *Fang & Fury* includes:

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